run 5

THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 20

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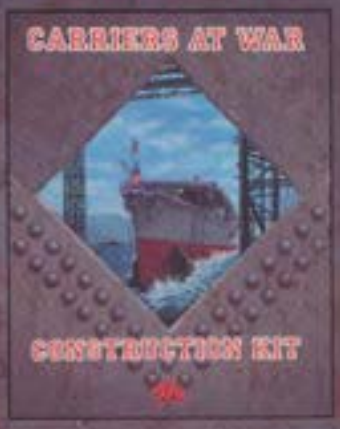
Featured in this Issue

- **Sicily** - Montgomery shut out by Patton yet again! Will he ever learn? Nope!
- **North Anna** - the battle that nearly was! Could it have made a difference?
- **Another Tutorial** - how to change the nationality graphics in *Carriers at War*
- **Remember Illuria** - disk subscribers get the original scenario in *Warlords II* format

CARRIERS AT WAR CONSTRUCTION KIT



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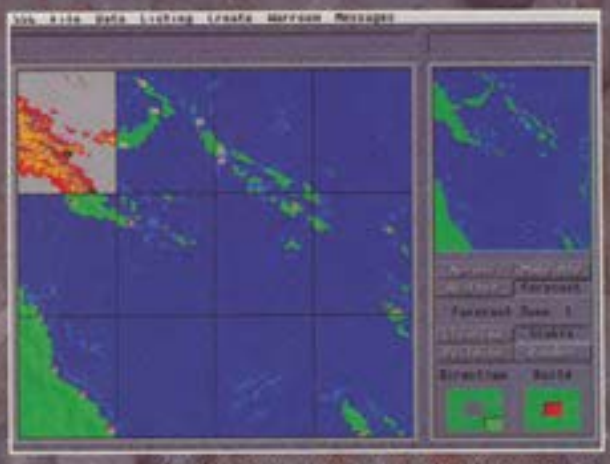

Screen shots are from the IBM version

To purchase *Carriers at War Construction Kit*, visit your local retailer or call SSG Inc on 904- 469-8880 (fax 904-469-8885) in North America or call SSG P/L on 02-819-7199 (fax 02-819-7737) if you live anyehere else. RRP for the IBM version is $US 60.00 (North America) or $AUD 75.00 (Australia and elsewhere)

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Disk Subscriptions

Disk subscriptions are now available for IBM and Macintosh users. The cost is the same for all formats.

IBM users must tell us whether they prefer 3.5" or 5.25" format. If you don't specify a format, you will receive the 3.5" diskette. If you wish to switch disk subscriptions from one machine format to another, just let us know.

When we find the time, we intend to upgrade all the scenario disks from back issues into the new formats and allow new users to acquire them or current users to upgrade to them. We'll keep the cost as low as possible; it will depend on how much time it takes and how many scenarios we can fit onto a disk.

Upgrading to New Machines

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of half the retail price of the new version. You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office.

EDITOR'S CHANCE

Since the release of Issue 19 we have been overwhelmed by your response to *Warlords II*. We knew we had a good game on our hands when we released it and you have confirmed this by going out and buying it. If you are one of the five or six people who still haven't played WLII, don't waste any time! get out there and buy it immediately.

Origins in Fort Worth was fun, particularly being this editor's first experience of a really big gaming convention. Sales were good, especially of Warlords II, so new that we were duplicating disks at the convention.

For a veteran reenactor like myself, the sight of a group of Civil War reenactors was too much, and I ended up spending so much time talking to them that I very nearly got the sack.

I must say that my favourite comment from a customer was from the bloke with the deep southern accent who congratulated us on *Decisive Battles*, "because most Civil War games, they'se written by Yankees". Well I guess you can't get much further south than Australia.

IN THIS ISSUE

This issue contains a regimental level refight of the Battle for Sicily in 1943 and an examination of what may have happened had Robert E. Lee been well on May 24th, 1864.

Sicily shows up the moribundity of the British high command in WWII. The unwillingness of Montgomery to risk his men in the short term led to a prolonged battle and greater casualties in the long term.

The North Anna scenario is interesting in that it represented the South's last opportunity to defeat the Army of the Potomac on the field of battle. The re-

sults of the game merely reinforce the argument that Lee had no answer to Grant's strategy. Lee fought one of the most skilful campaigns of his career and even so was lucky to end it in the slow death of the Petersburg siege. A new era of warfare had emerged and Lee, the greatest practitioner of the old style of warfare, was the first to recognise it.

Also in this issue is the original Illuria scenario updated to the *Warlords II* format. All you old *Warlords* hacks can enjoy some new twists on a familiar world.

Ian Trout has written an article on miscellaneous graphics for *Carriers at War*. Some of you must be reading his articles because the first player scenarios are beginning to filter in. Keep up the good work.

If you enjoyed Brett Harrison's article, *SSG leaps into the future* in Issue 19 you'll love his synopsis of games SSG will *never* do. Well...

Finally I have written a review of the book I enjoyed most over the last three months. Write and tell me what you think of this featue. I don't intend to review bad books, just give a plug for the ones I really enjoyed and think you might too.

NEXT ISSUE

Battlefront players will be treated to a Bulgefest with two battles from the Ardennes Offensive. Steve Ford, whose graphics can be seen with this issue's scenarios, has created a scenario based on the staunch American defence of St Vith between the 16th and 20th of December 1944. This is coupled with the Bastogne scenario from the original C64, Apple 2 *Battlefront* game updated to IBM and Mac.

These two bastions, St Vith and Bastogne were the obstacles on which the Ardennes Offensive of 1944 faltered. St Vith fell, Bastogne held, but the fact that two large pockets of resistance existed during the critical days of the German breakout doomed Hitler's last gamble.

The *Decisive Battles* scenario will be a regimental level coverage of the battle of Kernstown, fought on March 23rd 1862 in the Shenandoah Valley. Stonewall Jackson surprised the Federals with the vigour of his attack and, despite being tactically defeated, he caused a panic in Washington which far outweighed any physical effect he might have had.

JUST RELEASED...

Since the publication of Issue 19 we have released the following games

Warlords II (IBM)

MacArthur's War (Mac)

Rommel (Amiga)

ABOUT TO BE RELEASED...

In the next few months we expect to release the following game.

Carriers at War II (IBM and Mac)

Yes, we know we said this would be out by now but due to circumstances beyond our control it has been delayed. Several of the scenarios are already finished and are looking a whole lot of fun. Nick Stathopolous's artwork is stupendous (as usual).

WORK IN PROGRESS...

I don't know why I'm even bothering to mention our upcoming projects as I'm not at liberty to divulge their titles. After a few fiascos like *Road to Appomatox* and *Overlord* (both still under production - honest) we have learned to be a bit cagey when it comes to announcing projects with a release date well in the future. Suffice it to say that we are currently starting work on two new games and will be swinging right into them as soon as we release *Carriers at War II*. One is a military history game and the other isn't. Now you can all wait with bated breath until I'm really allowed to tell you something. ◆

GAMES THAT SSG WILL NEVER RELEASE

by Brett Harrison

Yes, you suspected it all along. There are many games developed here at SSG that never get to see the light of day. Some failed because of a flawed initial concept (probably dreamed up at a drunken lunch at the Chinese Restaurant next to Ian Trout's house), whilst others just fell flat during development. Whatever the reason, here are a few of the projects that, when thrown into the air, landed in file 13.

Coiffuriers at War. An engaging simulation of the cut-throat hairdressing wars that plagued Hollywood and the rest of the world in the 70s, 80s and 90s. Work your way up from doing manicures on unknown starlets to cutting the President's hair in Air Force One while everyone else waits. Artificial intelligence by Vidal Sassoon.

Decisive Blunders of the American Civil War I-XXVII. Simulates every Civil War battle in which major blunders ocurred (this is a *big* game). Generals score points for being foolish, indecisive, and occasionally doing totally stupid things, like holding a dance competition in the middle of the Battle of Chickamauga, or playing a fiddle during the burning of Atlanta. Special AI ensures that everyone screws up, and how!

Warthogs (I & II). Strategic fantasy game series in which you are the leader of a herd of warthogs that competes with other herds for comely sows and fine mud to wallow in. Out-grunt, out-smell, out-breed the opposition, but watch out for Farmer Brown and Market Day!

Continued on p.48

THE Q STORE

RUN 5

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Customers outside North America or Australia should add $5.00 per game for surface shipping or $10.00 per game for airmail shipping.
Florida residents add 6%.

LETTERS TO THE EDITOR

Dear Stephen,

I'm confused! But then, I'm a pom, so what would you expect?

My confusion concerns the Khe Sanh scenario in Run 5 Issue #19. There are two orders of battle for the US 1st AirCav, one airborne, one ground. So far so good, I can modify to my heart's content and try any number of alternatives.

But, I do like to keep the historical battle in a directory of "real" battles and any "what-ifs" in other directories and I cannot ascertain from the narrative what the historical situation was.

The first arrival number was the historical situation, but what was the historical mode and where was the historical arrival? If it was as the disk was set up, part and part, why are there two Div. HQs? Finally, would the helicopter gunship asset only have existed if the units had been choppered in?

So now you can see how totally confused I am. This could be because the "Read This Before You Play" is just a little confusing, unlikely, or because I'm as "thick as two short planks" (a local colloquialism).

Can you help?

Yours Sincerely

Ray Wolfe

Sittingbourne, Kent

UK

Ed. Congratulations Ray, you are the first correspondent to address your letter to me personally.

The disk setup for the historical Khe Sanh scenario is (as near as I can establish) the historical situation. The airborne and ground elements of the 1st AirCav are treated as two separate divisions for game purposes and as such have separate HQs. These are flagged as Divisional HQs but really just represent the command elements of a por-

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THE BATTLE OF THE NORTH ANNA

"Good Health is Indispensable in War..."

May 24th, 1864

A Scenario for the Decisive Battles Game System

By Stephen Hand

The Wilderness, Spotsylvania, Cold Harbour. These are the great battles of Grant's forty days campaign which brought Lee's Army of Northern Virginia to its knees inside the trench lines of Petersburg. But what of the battle of the North Anna? Which battle? I hear you say. At the North Anna Lee set a trap which Grant obligingly walked into. Lee fell ill and without a Jackson or a Longstreet he could not trust any of his subordinates to carry out his plan. By the time Lee was well enough to command again, Grant had seen the danger and the moment had passed. Lee would have no other opportunity to defeat Grant in the field and despite his skill, the best result he could achieve from the remainder of the campaign was the stalemate of the Petersburg siege. As Lee himself had said during the campaign "We must destroy this army of Grant's before he gets to the James River. If he gets there, it will become a siege, and then it will be a mere question of time."

On the 13th of May, the day after the battle for "the Mule shoe" at Spotsylvania both the Army of the Potomac and the Army of Northern Virginia were fought to a standstill. The worst affected Corps in either army was Ewell's 2nd Corps which had defended "the bloody angle". Johnson's Division had ceased to exist and one brigade was scratched together out of the survivors. Twenty guns had been captured and the losses among higher officers was reaching absurd proportions.

One loss which affected Lee more than any other was that of his cavalry commander J.E.B. Stuart. On May 9th as Grant settled down to find a way to breach Lee's lines he was approached by Phil Sheridan who requested permission to cut loose from the army and hunt down the Rebel cavalry under Stuart.

With 13 000 troopers Sheridan set out in the direction of Richmond. He was shadowed by Stuart with 4 000. The confederates decided to make a stand at Yellow Tavern on May 11th. Despite strong resistance the Federal cavalry won the day through superior numbers and the firepower of their repeaters.

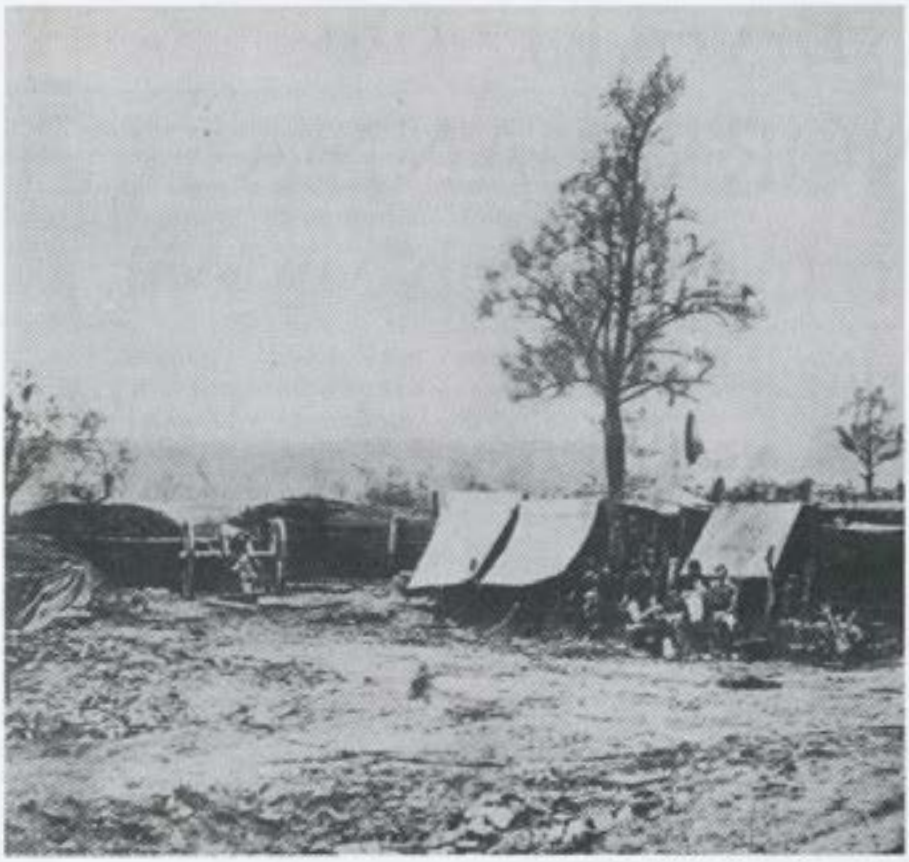
At the climax of the battle Stuart was mortally wounded and was whisked away in an ambulance to Richmond where he died the following day.

On hearing of Stuart's death Lee first said "He never brought me a piece of false information" and later that night he went on to say "I can scarcely think of him without weeping".

In the following days Grant shifted units from his right to his left , forcing Lee to conform. Several more probing assaults were put in at high cost to the Union. This was repaid on the 19th when a reconnaissance in force by Ewell was soundly repulsed.

While Grant and Lee feinted at each other the other Union forces in Grant's Virginia campaign were making a complete mess of excellent opportunities. Sigel had been ordered to march up the Shenandoah Valley, thus denying that rich agricultural area to the Confederacy. His 8 000 men were opposed by a scratched together force of 5 000 under Breckinridge. At New Market on May 14th the Union Army was broken and Sigel fled down the valley.

J.E.B. Stuart
The eyes and ears of the Army of Northern Virginia



The Chesterfield Redoubt
On the evening of the 23rd of May two brigades from Hancock's Corps assaulted and took this redoubt which commanded the Chesterfield Bridge.

On May 5th the Confederate strength in the Petersburg area had been no more than 750 men. Butler's hesitancy allowed reinforcements to arrive from the Carolinas and from Johnston's army in the west. On May 11th Butler's 30 000 were facing fully 20 000 Confederates.

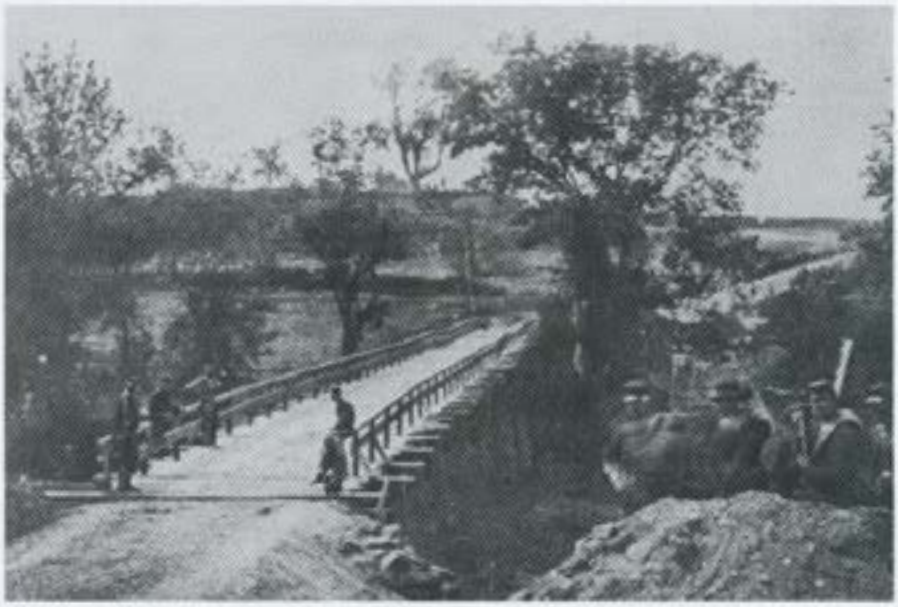
Butler was blissfully unaware of the forces arrayed against him and advanced towards Richmond on May 12th. After initial successes he dug in and prepared for further advances at his leisure. This unexpected delay gave Beauregard, in command of the defences, time to prepare and launch a counterattack on May 15th.

Smith had become increasingly disillusioned with Butler over the previous few days and had, on his own initiative used Confederate telegraph wire to lay entanglements over his front. The subsequent attack on this sector was a slaughter and Smith was only forced to retire when the rest of the Union line crumbled.

Butler totally lost his nerve, and although the Union line stabilised by

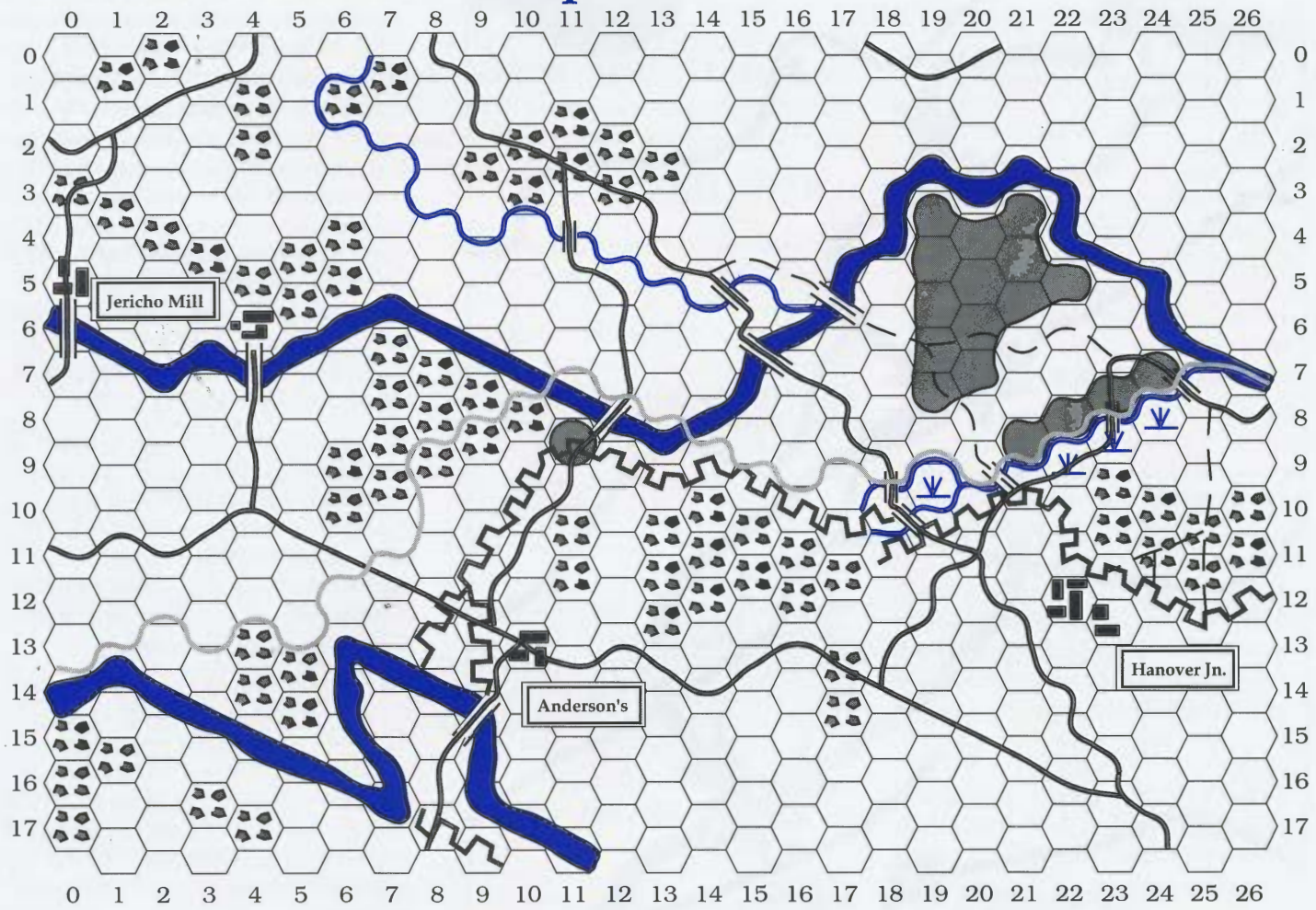
The defeat in the Shenandoah was not critical to Grant, although he was furious and sacked Sigel without delay. The vital operation, which should have resulted in the fall of Richmond and the flight of Lee into the heart of the Confederacy was Butler's advance on the city from the south.

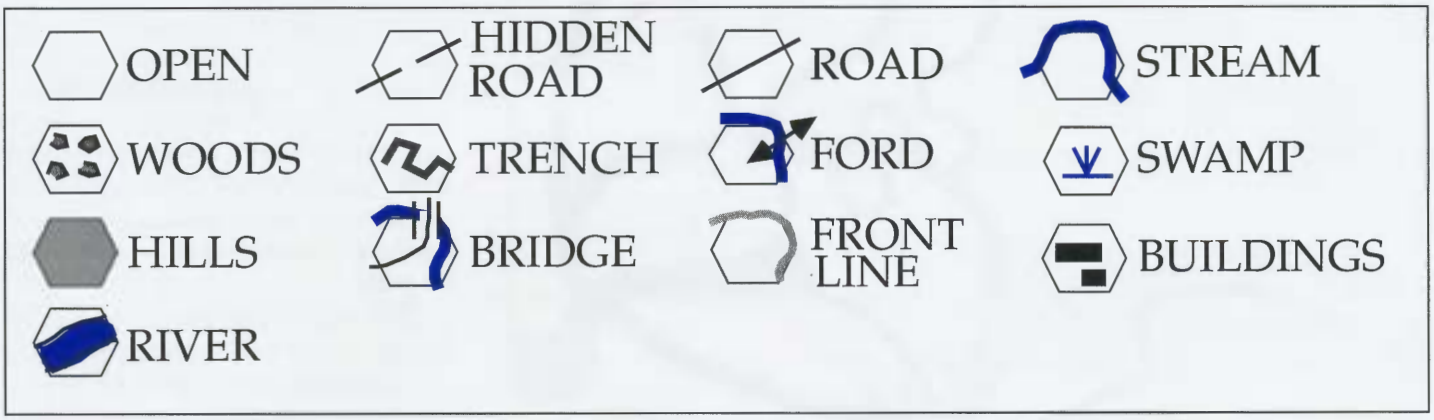
On May the 5th, with Grant and Lee locked in combat in the Wilderness, Butler's army of 30 000, arrayed on over 200 vessels, steamed up the James River. They landed at the Bermuda Hundreds, southeast of Richmond and northeast of Petersburg. Over the next six days Butler, a political general with a proven record of failure, vacillated and refused the council of his senior Corps commander W.F. Smith. On May 11th Smith stated that his commanding officer was "as helpless as a child on the field of battle and as visionary as an opium eater in council."



The Chesterfield Bridge
A sign post on the bridge read "Walk your horses" which was exactly what one Union artillery battery with a legalistic commander was made to do!

NORTH ANNA - Map



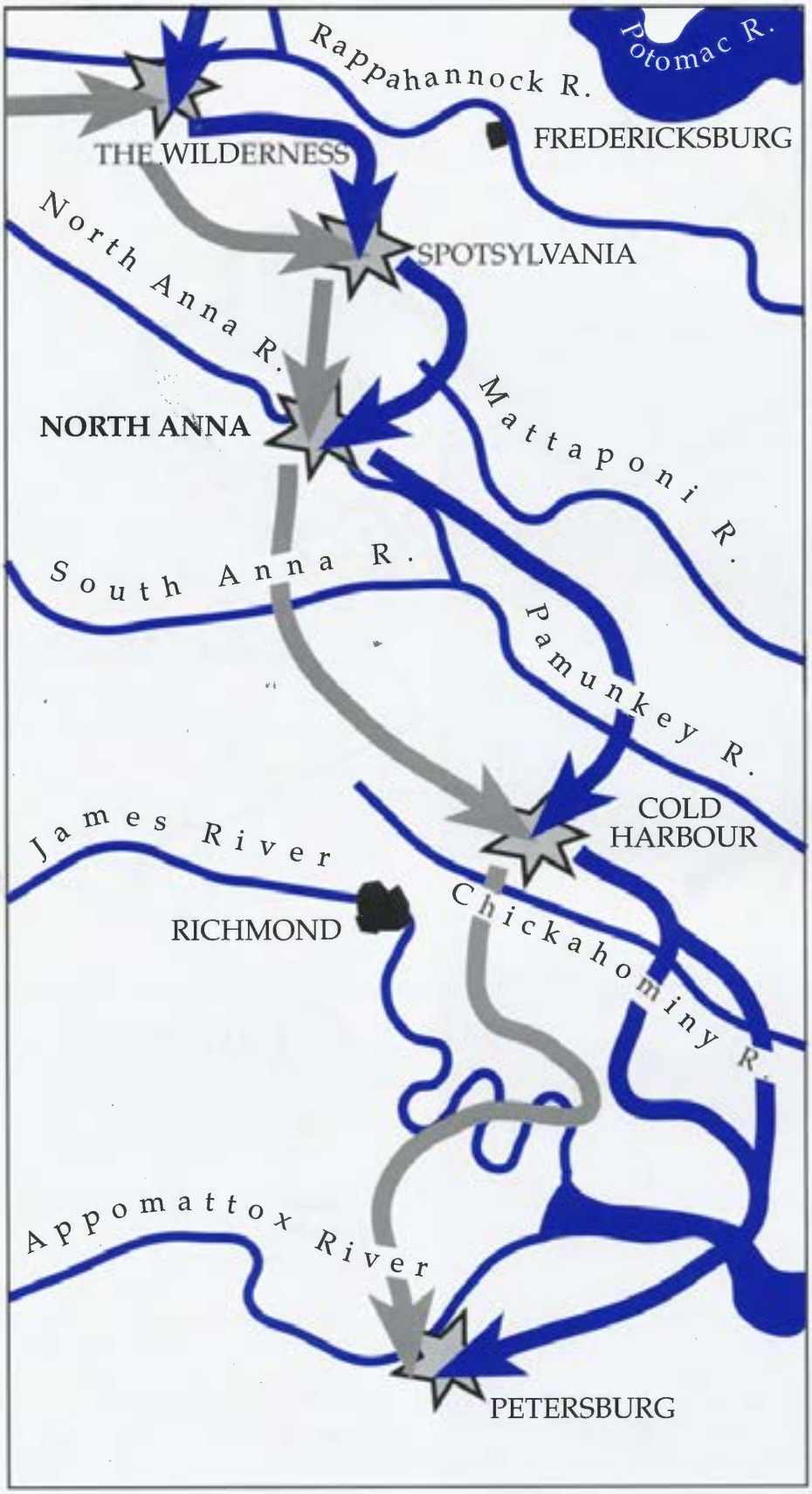


nightfall he retreated to his initial trench lines at the Bermuda Hundreds. Beauregard lost no time in building his own trenches and sealing Butler in against the James.

Butler had squandered his opportunities and had ended up by marching his 30 000 men into an internment camp of his own construction. The worst part of the outcome, from the Union point of view, was that nearly 10 000 reinforcements were now detached to Lee.

The reinforcements, which accounted for less than half Lee's losses, as opposed to Grant's reinforcements, which made up 85% of the Union casualties, were to meet Lee's army at Hanover Junction on the North Anna River.

When, on the night of May 20th, Grant set his army in motion around Lee's right flank, Lee was forced to conform. He decided to retire on Hanover Junction to pick up his new troops.



Campaign Map for North Anna

Grant had no immediate objective beyond manoeuvring Lee out of his trenches and forcing the battle closer to Richmond. In typical form he led off with Hancock's Corps, dangling it as bait. Lee was not stupid enough to bite, knowing that this would lead to a general engagement as Grant's three other corps came up in echelon. The Army of Northern Virginia had the inside running and the better road. Lee rode throughout the night of the 21st and reached Hanover Junction on the morning of the following day.

All through the day Lee worked on reorganising his army, attaching Pickett's Division to Hill's Corps and taking Hoke and Breckinridge's Divisions under his personal control. Light field works were dug along the North Anna River but Lee did not expect Grant to attempt to force a crossing.

On the morning of the 23rd the blue columns began to come into view. As the hours wore on, the respective artillery batteries deployed and began firing sporadically on each other. In the mid-afternoon a Union concentration was noticed opposite the Ox Ford opposite the centre of the Confederate positions.

It was at this point that Lee revealed he was feeling unwell. He used a carriage, borrowed from a local Virginian, rather than riding to inspect the Federal movements. Lee concluded that the Union movements were a feint and returned to his headquarters, apparently without noticing the unguarded bridge at Jericho Mills two miles upstream from Ox Ford.

It was a case of poor reconnaissance all round as the first units of Warren's Corps moved across the bridge at Jericho Mills in the late afternoon. This was reported to A.P. Hill at 3PM and Hill ordered Wilcox to reconnoitre in force with his division. After Wilcox had left, Hill had second thoughts and sent Heth's Division to support Wilcox.

Contact was first made at around 6PM when Wilcox's men struck Cutler's as they deployed from column on the right of the Federal line. As Cutler's Division

UNION FORCES
Army of the Potomac
Lt-Gen. Ulysses S. Grant

Attached to Army HQ
Kitching's Bty (Kit; 600 crew, 22 guns), Burton's Bty (Bur; 800 crew, 24 guns)

Ferrero's Division
Sigfried's Bde (Sig; 1,400 inf, 6 guns), Thomas' Bde (Tho; 1,000 inf, 6 guns)

Hancock's Corps
Barlow's Division
Miles' Bde (Mil; 1,700 inf, 6 guns), Byrnes' Bde (Byr; 1,500 inf, 6 guns), MacDougall's Bde (McD; 1,600 inf; 6 guns), Brooke's Bde (Bro; 1,800 inf, no guns)

Gibbon's Division
McKeen's Bde (McK; 2,000 inf, 6 guns), Owen's Bde (Owe; 1,400 inf, 6 guns), Smyth's Bde (Smy; 2,300 inf, 6 guns), Tyler's Bde (Tyl; 1,200 inf, 6 guns)

Birney's Division
Egan's Bde (Ega; 2,600 inf, 6 guns), Tannatt's Bde (Tan; 2,700 inf, 6 guns), Mott's Bde (Mot; 1,600 inf, 6 guns), Brewster's Bde (Bre; 1,500 inf, 6 guns)

Warren's Corps
Griffin's Division
Ayres' Bde (Ayr; 1,800 inf, 6 guns), Sweitzer's Bde (Swe; 1,600 inf, 6 guns), Bartlett's Bde (Bar; 2,100 inf, 6 guns)

Crawford's Division
Bates' Bde (Bat; 1,900 inf, 6 guns), Lyle's Bde (Lyl; 1,200 inf, 6 guns), Dushane's Bde (Dus; 1,400 inf, no guns), Hartshorne's Bde (Har; 2,100 inf, 6 guns)

Cutler's Division
Robinson's Bde (Rob; 2,300 inf, 6 guns), Hofmann's Bde (Hof; 1,700 inf, 6 guns), Bragg's Bde (Bra; 1,300 inf, 6 guns)

Wright's Corps
Russell's Division
Penrose's Bde (Pen; 1,800 inf, 6 guns), Upton's Bde (Upt; 1,600 inf, 6 guns), Eustis' Bde (Eus; 1,600 inf, 6 guns), Cross' Bde (Cro; 1,900 inf, 6 guns)

Neill's Division
Wheaton's Bde (Whe; 1,700 inf, 6 guns), Grant's Bde (Gra; 1,900 inf, 6 guns), Bidwell's Bde (Bid; 1,700 inf, 6 guns), Edward's Bde (Edw; 1,400 inf, no guns)

Rickett's Division
Truex' Bde (Tru; 1,700 inf, 6 guns), Benjamin Smith's Bde (BSm; 2,200 inf, 6 guns)

Burnside's Corps
Crittenden's Division
Ledlie's Bde (Led; 2,200 inf, 6 guns), Sudsburg's Bde (Sud; 1,500 inf, 6 guns)

Potter's Division
Curtin's Bde (Cur; 1,600 inf, 6 guns), Griffin's Bde (Gri; 2,300 inf, 6 guns)

Willcox' Division
Hartranft's Bde (Har; 2,600 inf, 6 guns), Christ's Bde (Chr; 2,500 inf, 6 guns)

CONFEDERATE FORCES
Army of Northern Virginia
Gen. Robert E. Lee

Attached to Army HQ
Long's Bty (Lon; 600 crew, 22 guns)

Breckinridge's Division
Lewis' Bde (Lew; 1,200 inf, 4 guns), Finley's Bde (Fin; 1,000 inf, 4 guns)

Hoke's Division
Martin's Bde (Mar; 1,500 inf, 6 guns), Clingman's Bde (Cli; 1,500 inf, 4 guns), Colquitt's Bde (Col; 1,800 inf, 6 guns), Hagood's Bde (Hag; 1,800 inf, no guns)

Fitz Lee's Cavalry Division
Lomax' Bde (Lom; 600 cav, 4 guns), Wickham's Bde (Wic; 800 cav, 2 guns)

Anderson's Corps
Kershaw's Division
Henagan's Bde (Hen; 1,400 inf, 8 guns), Humphreys' Bde (Hum; 1,200 inf, 4 guns), Wofford's Bde (Wof; 1,100 inf, 6 guns), Bryan's Bde (Bry; 1,200 inf, 4 guns)

Field's Division
Law's Bde (WPe; 1,200 inf, 8 guns), Anderson's Bde (And; 1,100 inf, 8 guns), Bratton's Bde (Bra; 1,100 inf, 6 guns), Gregg's Bde (Gre; 900 inf, 6 guns), Benning's Bde (Ben; 1,000 inf, 6 guns)

Ewell's Corps
Early's Division
Hoffman's Bde (Hof; 1,400 inf, 8 guns), Lewis' Bde (Lew; 1,200 inf, 6 guns), Johnston's Bde (Joh; 1,100 inf, 4 guns)

Rodes' Division
Daniel's Bde (Dan; 1,400 inf, 6 guns), Ramseur's Bde (Ram; 1,400 inf, 4 guns), Doles' Bde (Dol; 1,200 inf, 6 guns), Battle's Bde (Bat; 1,200 inf, 6 guns)

Gordon's Division
Evans's Bde (Eva; 1,400 inf, 4 guns), Hays' Bde (Hay; 1,200 inf, 8 guns), Stonewall Bde (Sto; 1000 inf, 4 guns)

Hill's Corps
Heth's Division
Davis' Bde (Dav; 1,100 inf, 6 guns), Cooke's Bde (Coo; 1,200 inf, 6 guns), Kirkland's Bde (Kir; 1,400 inf, 8 guns), Henry Walker's Bde (HWa; 1,600 inf, 8 guns)

Mahone's Division
Perrin's Bde (Per; 1,200 inf, 8 guns), Williamson's Bde (Wil; 1,400 inf, 8 guns), Harris' Bde (Har; 1,300 inf, 4 guns), Wright's Bde (Wri; 1,000 inf, 6 guns), E. Perry's Bde (EPe; 900 inf, 4 guns)

Wilcox' Division
Lane's Bde (Lan; 1,500 inf, 8 guns), Scales' Bde (Sca; 1,300 inf, 6 guns), McGowan's Bde (McG; 1,400 inf, 6 guns), Thomas' Bde (Tho; 1,200 inf, 6 guns)

Pickett's Division
Corse's Bde (Cor; 1,900 inf, 6 guns), Hunton's Bde (Hun; 1,600 inf, 4 guns), Terry's Bde (Ter; 1,100 inf, 4 guns)

broke, the Confederates became disorganised and were themselves broken in turn as fresh Union brigades came up. A rainstorm broke over the combatants as Wilcox's Division retreated towards the advancing lines of Heth's Division.

A combination of the weather, the appearance of fresh Rebel troops and the approach of nightfall caused the Union commanders to break off the pursuit. Confederate losses amounted to 642, Union casualties about the same.

The action around Jericho Mills showed up the brittleness of both armies after the bloodbath at Spotsylvania. Veteran units of both sides broke precipitously and Wilcox's brigade commanders showed an appalling lack of skill in coordinating their attack.

At the same time as the fight at Jericho Mills was winding down, Hancock's Corps on the Union left launched a Coup de Main against the Chesterfield Bridge east of Ox Ford. Two brigades rushed the bridge, taking the defenders by surprise. Approximately 100 casualties were inflicted on the Southerners, mostly captured.

When Lee heard about the two actions he reacted quite differently to each one. While he was philosophical about the capture of Chesterfield Bridge he was furious about the repulse at Jericho Mills.

Upon confronting Hill about how an entire Corps was allowed to cross the River before anything was done Lee was uncharacteristically bad tempered. Obviously sick he snapped at Hill, "Why did you not do as Jackson would have done- thrown your whole force upon those people and driven them back?" A.P. Hill had a reputation for being argumentative but in the face of this rebuke he stood silent.

The main cause for Hill's failure was the faulty reconnaissance of the cavalry who did not inform him of the presence of Warren's Corps until it was too late to catch them on the move. Since the death of Stuart and their mauling at Yellow Tavern the confederate cavalry had been lacklustre. It was another sign of the success of Grant's strategy, although at the current rate of attrition it remained to be seen which army would break first.

Grant had thrown both his flanks across the North Anna in order to catch Lee in a double envelopment. He intended to fix Lee's flanks and then move troops into his rear. It was an ambitious plan and against a general of the calibre of Lee, a tactic fraught with peril.

Lee had not intended to allow Grant across the river. The crossing, however, was a fait accompli and Lee set himself to make the most of it. By the morning of the 24th he had evolved a trap for the Army of the Potomac. It now remained to be seen whether Grant would march into it.

That same morning Grant ordered Wright to cross the river at Jericho Mills and form up on Warren's right. They were to put pressure on the enemies left while Hancock completed his cross-

In Conference with General Grant
Grant, second from the left with his back to the tree is in council of war with his staff. General Meade has his back to the camera at the far left of shot.

NORTH ANNA - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8	9	10	11
UNIT I.D. (Full)	[9]	Henagan	Humphreys	Wofford	Bryan	Law	Anderson	Bratton	Gregg	Benning	Hoffman	Lewis
UNIT I.D. (Abbr)	[3]	Hen	Hum	Wof	Bry	Law	And	Bra	Gre	Ben	Hof	Lew
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	11,8	12,9	13,9	14,9	15,9	16,10	17,10	16,11	18,10	18,11	19,10
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	1	1	1	1	2	2	2	2	2	3	3
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	0-31	6	3	6	2	2	2	2	7	6	6	2
TROOP STREN.	0-31	14	12	11	12	12	11	11	9	10	14	12
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	4	2	3	2	4	4	3	3	3	4	3
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	5	5	4	6	4	4	6	4	3	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	5	5	4	6	6	5	6	5	5	4
REGIMENTS	0-7	6	4	5	4	4	5	5	4	4	5	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	12	13	14	15	16	17	18	19	20	21	22
UNIT I.D. (Full)	[9]	Johnston	Daniel	Ramseur	Doles	Battle	Evans	Hays	Stonewall	Davis	Cooke	Kirkland
UNIT I.D. (Abbr)	[3]	Joh	Dan	Ram	Dol	Bat	Eva	Hay	Sto	Dav	Coo	Kir
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	20,10	21,9	22,10	22,11	23,11	24,12	25,12	26,12	14,11	15,12	16,12
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	3	4	4	4	4	5	5	5	6	6	6
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	0-31	2	6	7	6	2	2	2	2	2	6	6
TROOP STREN.	0-31	11	14	14	12	12	14	12	10	11	12	14
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	2	3	2	3	3	2	4	2	3	3	4
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	3	7	7	4	5	4	3	2	2	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	4	6	5	6	5	6	7	5	5	4
REGIMENTS	0-7	4	5	4	3	5	6	4	5	4	4	5
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	23	24	25	26	27	28	29	30	31	32	33
UNIT I.D. (Full)	[9]	H.Walker	Perrin	Will'mson	Harris	Wright	E.Perry	Lane	Scales	McGowan	Thomas	Corse
UNIT I.D. (Abbr)	[3]	HWa	Per	Wil	Har	Wri	EPe	Lan	Sca	McG	Tho	Cor
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	8,13	10,9	10,10	9,10	9,11	11,9	11,10	10,11	10,12	10,13	9,14
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	6	7	7	7	7	7	8	8	8	8	9
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	0-31	7	7	2	3	6	6	7	6	7	2	6
TROOP STREN.	0-31	16	12	14	13	10	9	15	13	14	12	19
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	4	4	4	2	3	2	4	3	3	3	3
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	2	4	5	7	4	6	5	5	5	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	6	5	5	5	6	5	4	5	4	6
REGIMENTS	0-7	4	5	5	4	4	3	5	5	5	4	5
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

Brigades (Cont.)

UNIT NUMBER	1-127	34	35	36	37	38	39	40	41	42	43	44
UNIT I.D. (Full)	[9]	Hunton	Terry	Lewis	Finley	Martin	Clingman	Colquitt	Hagood	Lomax	Wickham	Long
UNIT I.D. (Abbr)	[3]	Hun	Ter	Lew	Fin	Mar	Cli	Col	Hag	Lom	Wic	Lon
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bty
MAP LOCATION	(x,y)	8,17	9,17	14,10	15,10	17,11	18,12	19,11	20,11	23,13	24,14	12,10
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	9	9	10	10	11	11	11	11	12	12	0
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	2	2	3
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	3	3	0
ARTILLERY	0-31	6	3	2	2	2	2	6	0	2	2	6
TROOP STREN.	0-31	16	11	12	10	15	15	18	18	6	8	5
MOVEMENT	0-15	6	6	6	6	6	6	6	6	8	8	6
BATTERY STR.	0-15	2	2	2	2	3	2	3	0	2	1	11
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	5	4	4	4	5	7	4	5	5	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	5	5	4	5	5	6	5	6	5	5
REGIMENTS	0-7	5	4	5	5	5	4	5	4	3	4	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	45	46	47	48	49	50	51	52	53	54	55
UNIT I.D. (Full)	[9]	Miles	Byrnes	MacDougall	Brooke	McKeen	Owen	Smyth	Tyler	Egan	Tannatt	Mott
UNIT I.D. (Abbr)	[3]	Mil	Byr	McD	Bro	McK	Owe	Smy	Tyl	Ega	Tan	Mot
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	15,8	16,8	17,8	17,7	18,8	19,8	20,8	19,7	21,7	22,7	20,7
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	16	16	16	16	17	17	17	17	18	18	18
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	2	1	1	1	1	1	1	2
ARTILLERY	0-31	6	2	2	0	6	2	6	2	7	6	2
TROOP STREN.	0-31	17	15	16	18	22	14	23	12	26	27	16
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	3	3	3	0	3	3	3	3	3	3	3
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	4	3	5	6	4	4	3	5	4	6
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	4	4	4	5	3	5	4	5	6	5
REGIMENTS	0-7	5	5	5	7	7	5	7	4	7	7	7
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	56	57	58	59	60	61	62	63	64	65	66
UNIT I.D. (Full)	[9]	Brewster	Ayres	Sweitzer	Bartlett	Bates	Lyle	Dushane	Hartshorne	Robinson	Hofmann	Bragg
UNIT I.D. (Abbr)	[3]	Bre	Ayr	Swe	Bar	Bat	Lyl	Dus	Har	Rob	Hof	Bra
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	21,6	9,7	8,8	8,9	7,9	5,9	6,10	6,11	8,7	7,7	7,8
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	18	19	19	19	20	20	20	20	21	21	21
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	0-31	7	2	7	2	6	2	0	6	6	2	6
TROOP STREN.	0-31	15	18	16	21	19	12	14	21	23	17	13
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	3	3	3	3	3	3	0	3	3	3	3
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	5	4	5	4	4	4	4	6	6	6
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	6	4	5	5	5	5	4	7	3	4
REGIMENTS	0-7	7	6	5	7	7	6	4	6	6	6	5
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

Brigades (Cont.)

UNIT NUMBER	1-127	67	68	69	70	71	72	73	74	75	76	77
UNIT I.D. (Full)	[9]	Penrose	Upton	Eustis	Cross	Wheaton	Grant	Bidwell	Edward	Truex	B.Smith	Ledlie
UNIT I.D. (Abbr)	[3]	Pen	Upt	Eus	Cro	Whe	Gra	Bid	Edw	Tru	BSm	Led
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	5,11	5,12	4,12	4,11	3,12	2,12	1,11	3,11	4,10	3,10	5,7
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	22	22	22	22	23	23	23	23	24	24	25
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	0-31	6	6	2	6	7	6	2	0	2	2	2
TROOP STREN.	0-31	18	16	16	19	17	19	17	14	17	22	22
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	3	3	3	3	3	3	3	0	3	3	3
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	7	4	4	4	5	5	5	4	5	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	6	4	4	4	6	5	5	4	3	4
REGIMENTS	0-7	6	5	4	5	5	5	5	4	5	5	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	78	79	80	81	82	83	84	85	86
UNIT I.D. (Full)	[9]	Sudsburg	Curtin	Griffin	Hartranft	Christ	Sigfried	Thomas	Kitching	Burton
UNIT I.D. (Abbr)	[3]	Sud	Cur	Gri	Har	Chr	Sig	Tho	Kit	Bur
UNIT SIZE	[3]	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde	Bde
MAP LOCATION	(x,y)	4,8	20,6	21,5	12,7	13,7	18,7	19,6	11,6	14,7
CORPS	0-15	0	0	0	0	0	0	0	0	0
DIVISION	0-39	25	26	26	27	27	28	28	0	0
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0
UNIT TYPE	0-3	0	0	0	0	0	0	0	3	3
OBJECTIVE	0-23	0	0	0	0	0	0	0	0	0
SMALL ARMS	0-31	1	1	1	1	1	1	1	0	0
ARTILLERY	0-31	2	7	2	6	2	7	6	6	6
TROOP STREN.	0-31	15	16	23	26	25	14	10	6	8
MOVEMENT	0-15	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	3	3	3	3	3	3	3	11	12
SHATTERED	0-1	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	4	5	4	3	4	4	6	5
COHESION	0-7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	4	5	5	5	4	4	5	5
REGIMENTS	0-7	3	6	6	5	5	4	3	4	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7

ing and engaged the Confederate right. Burnside was ordered to force a crossing of Ox Ford and link the two halves of the army.

The first reports came in from the centre where Burnside had encountered strong forces on the south bank of the North Anna ready to oppose any crossing.

Grant agreed with Burnside that an assault would be costly and fruitless and called off the attack. He split Burnside's Corps into its three divisions, sending one to Warren, one to Hancock and retaining the third at Ox Ford to prevent a Confederate attack.

The news from the flanks confused Grant. Both Warren and Hancock reported encountering little opposition as they advanced. The Rebel skirmishers kept their forward movement slow and masked any activity to the rear. As for the main body, apart from the units opposite Ox Ford Lee's army had disappeared.

Lee had in fact ordered both his wings to retire so that the only point he held on the river was the strongly defended Ox Ford. His wings angled back at 45^0 and the entire army resembled a triangular bastion. From this position either wing of the Rebel army could reinforce the other in a fraction of the time it would take either Union wing to cross two bridges to achieve the same.

As the morning drew on Wright and Warren encountered Hill's lines and, finding them too strong to assault, entrenched in front of them. It was Hancock's Corps that was to be Lee's target as it formed up on the south side of the river and tentatively moved forward. By the afternoon Hancock too had encountered the Confederate trenches and, just as his colleagues had done he saw the potential danger and entrenched.

Why had Lee allowed the critical moment to pass without launching his attack? The truth was that Lee's health had failed. Sick with an intestinal complaint for the last couple of days he finally collapsed and had to take to his tent.

Had Stonewall Jackson been alive the attack would have gone ahead, but Lee

NORTH ANNA - Corps

CORPS NUM.	1-39	1	2	3	6	7	8	9
CORPS I.D.	[9]	Anderson	Ewell	Hill	Hancock	Warren	Wright	Burnside
MAP LOCATION	(x,y)	15,11	22,12	11,12	18,6	6,8	3,9	13,6
TYPE	0-1	0	0	0	0	0	0	0
ARRIVAL	0-95	0	0	0	0	0	0	0
ORDER	0-2	0	0	1	1	1	2	2
OBJECTIVE #1	0-23	4	5	7	5	2	0	0
OBJECTIVE #2	0-23	11	11	0	0	0	0	0
MOVEMENT	0-15	8	5	6	7	7	6	5
DAILY COMM.	0-15	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	3	5	5	5	4	2
STAFF	0-7	6	5	5	5	4	4	4
STRENGTH	0-7	2	2	2	2	2	2	2
LIKELIHOOD	0-7	7	7	7	7	7	7	7

NORTH ANNA - Divisions

DIV. NUMBER	1-39	1	2	3	4	5	6	7	8	9	10	11
DIVISION I.D.	[9]	Kershaw	Field	Early	Rodes	Gordon	Heth	Mahone	Wilcox	Pickett	Breck'dge	Hoke
CORPS	0-15	1	1	2	2	2	3	3	3	3	0	0
TYPE	0-1	0	0	0	0	0	0	0	0	0	0	0
ORDERS	0-2	1	0	0	0	0	0	1	1	1	0	0
OBJECTIVE #1	0-23	6	4	5	12	12	4	6	7	8	4	5
OBJECTIVE #2	0-23	0	11	11	5	5	11	0	0	0	11	11
LEADERSHIP	0-7	6	4	7	5	6	5	5	4	5	6	4
STAFF	0-7	5	5	5	5	5	4	5	5	4	5	6

DIV. NUMBER	1-39	12	16	17	18	19	20	21	22	23	24	25
DIVISION I.D.	[9]	Fitz Lee	Barlow	Gibbon	Birney	Griffin	Crawford	Cutler	Russell	Neill	Ricketts	Crittend'
CORPS	0-15	0	6	6	6	7	7	7	8	8	8	9
TYPE	0-1	1	0	0	0	0	0	0	0	0	0	0
ORDERS	0-2	2	1	1	1	1	1	1	2	2	2	2
OBJECTIVE #1	0-23	0	4	5	5	2	2	2	0	0	0	0
OBJECTIVE #2	0-23	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	4	5	5	4	4	4	3	4	3	3
STAFF	0-7	5	6	5	5	6	5	6	5	5	5	5

DIV. NUMBER	1-39	26	27	28
DIVISION I.D.	[9]	Potter	Willcox	Ferrero
CORPS	0-15	9	9	0
TYPE	0-1	0	0	0
ORDERS	0-2	1	1	2
OBJECTIVE #1	0-23	5	3	0
OBJECTIVE #2	0-23	0	0	0
LEADERSHIP	0-7	3	4	5
STAFF	0-7	5	5	5

did not feel he could trust any of his Corps commanders to take over from him in a battle.

Anderson had been in command of a corps a little over two weeks after replacing Longstreet who had been wounded at the Wilderness. Ewell was rapidly going to pieces and on the 27th of May retired sick and turned his Corps over to Jubal Early. Hill was clearly not up to top form, having just returned to command after being wounded at the Wilderness.

Without Lee, the army of Northern Virginia was capable of doing no more than sitting in their trenches, hoping that Grant would be stupid enough to order an attack.

Grant, however, was not obliging and simply had his men dig in. For the next two days the Union forces probed at the Confederate line, looking for some kind of weakness. They could find none.

It was now left to Grant to decide what to do next. A flanking movement, of the type he had used at Spotsylvania seemed the only alternative. By his movement to cover his western flank it was apparent that Lee feared Grant would move around the left of the Confederate Army.

Jericho Mills
The Mill itself is the large building on the water at the right of the photograph. The pontoon bridge was erected under fire on the 23rd of May

A movement around the Confederate western flank would cut them off from the Shenandoah Valley and most of their food.

Fortunately for Lee it would also place the Southern army between Grant and his supply base at Port Royal on the Rappahannock River.

Lee feared what could do him the most harm; Grant weighed up the advantages of cutting off Confederate supplies against the possible loss of his own and took the conservative course. On the morning of the 27th of May the Confederate Army woke up to find that their opponents had moved off in the middle of the night, moving around Lee's right flank. The Union Army of the Potomac was on its way to Cold Harbour.

What was the outcome of the almost battle of the North Anna? For the South it meant the loss of manoeuvering room in front of Richmond. It pushed them closer to the siege which Lee feared so much. Lee had created an opportunity to strike the Union and had seen that opportunity slip away. He would not have another chance. Lee's next battle in an open field would be in April 1865 as he retreated to Appomattox.

From the Union point of view the North Anna was a combination of good and bad. It was good in that Lee did not succeed in routing Hancock's Corps and the Union Army was closer to Richmond than ever before. It was bad in that Lee had once again prevented Grant from obtaining his crushing victory, and worse, by his inaction Lee had convinced Grant that the Army of Northern Virginia was no longer fit to give battle outside of trench lines.

Grant had no idea that Lee had been ill and consequently assumed that the Southern Army was in a far worse condition than it in fact was. This false assumption was one of the considerations which lead Grant to his ill fated attack at Cold Harbour.

This leads us to the final question, what would the outcome have been if Lee had been well on the 24th of May and had launched the attack on Hancock's Corps. There is little doubt that he would have won and little doubt that he would have inflicted more casualties than he took. But would it have been worth it?

Unless Lee had completely destroyed II Corps and shattered the morale of the Army of the Potomac it is doubtful as to whether he could have gained an advantage from attacking Grant at the North Anna. Grant would not have ended the campaign, or even retreated. The three quarters of his army not in the battle would still have outnumbered Lee.

In fact a battle at the North Anna could have hastened the end of the war. It is highly unlikely that Lee could have inflicted a higher rate of casualties than he managed to do from behind earthworks.

Proportionally a battle at the North Anna would almost certainly have been harder on the Confederacy, with its

Armies

SIDE	N/S	SOUTH	NORTH
COMMANDER	[9]	Lee	Grant
SECOND I.C.	[9]	-	Meade
ARMY I.D.	[11]	Army of N.	Army of the
	[11]	Virginia	Potomac
MAP LOCATION	(x,y)	19,12	13,5
ARRIVAL	0-95	0	0
OFF. OBJ. #1	0-23	5	7
OFF. OBJ. #2	0-23	11	9
DEF. OBJ. #1	0-23	6	4
DEF. OBJ. #2	0-23	7	5
MOVEMENT	0-15	8	6
STAFF	0-7	6	6
STRENGTH	0-7	3	4
LEADERSHIP	0-7	7	6

NORTH ANNA - Terrain Effects Chart

TERRAIN #	0-31	0	1	2	3	4	5	6	7
TERRAIN NAME	[11]	River	Bridge	Open	Woods	Hill	Swamp	Buildings	Trench 1
SIGHTING VAL.	0-7	0	0	2	4	3	3	2	2
MOVEMENT	0-7	0	4	2	4	4	5	2	2
COVER VALUE	0-7	0	0	2	4	4	3	3	2
FORT VAL. (N)	0-7	0	0	0	0	0	0	0	1
FORT VAL. (S)	0-7	0	0	0	0	0	0	0	3

TERRAIN #	0-31	8
TERRAIN NAME	[11]	Trench 2
SIGHTING VAL.	0-7	3
MOVEMENT	0-7	4
COVER VALUE	0-7	4
FORT VAL. (N)	0-7	2
FORT VAL. (S)	0-7	5

dwindling manpower than on the Union.

At the North Anna, Lee, the greatest operational commander of the Civil War, was faced by the inevitable conclusion that U.S. Grant's new style of warfare was unbeatable. If Lee attacked and defeated the Union they would come back tomorrow, proportionally stronger than before. If he did nothing and allowed himself to be flanked back to Richmond he would be behind earthworks in a siege he knew the South could never win. That inevitability is why U.S. Grant was without a doubt the greatest strategist of the Civil War.

NORTH ANNA - Objectives

OBJ. NUMBER	1-23	1	2	3	4	5	6	7	8
OBJ. NAME	[11]	Jericho F.	Quarles F.	Ox Ford	Chesterfld	Lowry	Ox F. Hill	Anderson's	New Mark.
MAP LOCATION	(x,y)	0,6	4,7	12,8	15,6	17,5	11,8	10,13	9,14
START (N)	1-95	1	1	1	1	1	1	1	1
STOP (N)	1-95	10	10	10	10	10	10	10	10
VPs/TURN (N)	0-255	0	0	1	1	0	5	10	10
VPs AT END (N)	0-255	1	1	10	5	1	25	50	50
MANEUVER (N)	0-15	0	0	0	0	0	0	0	0
START (S)	1-95	1	1	1	1	1	1	1	1
STOP (S)	1-95	10	10	10	10	10	10	10	10
VPs/TURN (S)	0-255	5	5	2	10	10	1	1	1
VPs AT END (S)	0-255	50	25	10	50	50	10	5	5
MANEUVER (S)	0-15	0	0	0	0	0	0	0	0

OBJ. NUMBER	1-23	9	10	11	12
OBJ. NAME	[11]	Hanover J.	Miller	To Spotsyl'	Right Flank
MAP LOCATION	(x,y)	22,12	19,10	8,0	24,7
START (N)	1-95	1	1	1	1
STOP (N)	1-95	10	10	10	10
VPs/TURN (N)	0-255	10	10	0	0
VPs AT END (N)	0-255	50	50	1	1
MANEUVER (N)	0-15	0	0	0	0
START (S)	1-95	1	1	1	1
STOP (S)	1-95	10	10	10	10
VPs/TURN (S)	0-255	1	1	20	2
VPs AT END (S)	0-255	5	5	50	10
MANEUVER (S)	0-15	0	0	0	10

A note on the Confederate OB

The Virginia Campaign of 1864 resulted in an unprecedented number of casualties among the senior officers of the Army of Northern Virginia. This resulted in a high number of battlefield promotions and a great deal of reorganisation of the army. Consequently it is extremely difficult to be absolutely sure of the confederate OB at any time after the Wilderness. A few examples should give you some idea of what I'm talking about.

At the Wilderness Jubal Early was a division commander under Ewell. When A.P. Hill was wounded at that

battle Early was promoted to temporary command of Hill's Corps. The senior brigadier in Early's Division was Harry Hays and under the rules of seniority he should have got the Division.

However, the second ranking brigadier, John B. Gordon had proved himself to be a far more competent man than Hays and Lee wanted to make him a Divisional commander. Now both Hays' Brigade and that of Leroy Stafford (of Edward Johnson's Division) had been savagely handled at the Wilderness so Lee amalgamated the two brigades under Hays (Stafford had been killed at the Wilderness) and placed the Brigade in Johnson's Division. Gordon was now senior brigadier and was promoted divisional commander.

After Spotsylvania Hill returned to duty and Early took his division back from Gordon. By this stage though, Gordon had been promoted to major general and had to be given his own division. This was composed of his old brigade (now under Evans), Hay's Brigade (under a new commander since Hays had been wounded at Spotsylvania, possibly Menger?) and a scratch brigade composed of the remnants of the two Virginia brigades of Edward Johnson's Division (which had virtually ceased to exist after the 12th of May).

The commander of this new brigade is unknown (if anyone can help me out on this I would be grateful) as most of the brigade commanders of Johnson's Division were either killed or captured before North Anna.

Those of you who are real Civil War buffs will note that a few of the confederate brigade commanders given for North Anna were dead by the time of the battle. This is not an attempt to rewrite history or pervert the laws of nature. Several of the names of colonels who took over brigades are unknown. In these cases I have retained the name of the original brigade commander rather than listing the commanders as Replacement 1, 2 etc.

The brigades in question are Daniel's and Perrin's (both killed at Spotsylvania), Hay's (wounded at Spotsylvania) and E. Perry's (wounded at the Wilderness? my sources are not clear where he got the wound but he was invalided out and the understrength brigade was taken over just before Cold Harbour by Finegan who brought replacements from Florida to bring it back up to strength.)

Ulysses S. Grant
Commander in Chief of the Union Forces in the latter part of the war and architect of the Union victory.

CREATING THE SCENARIOS

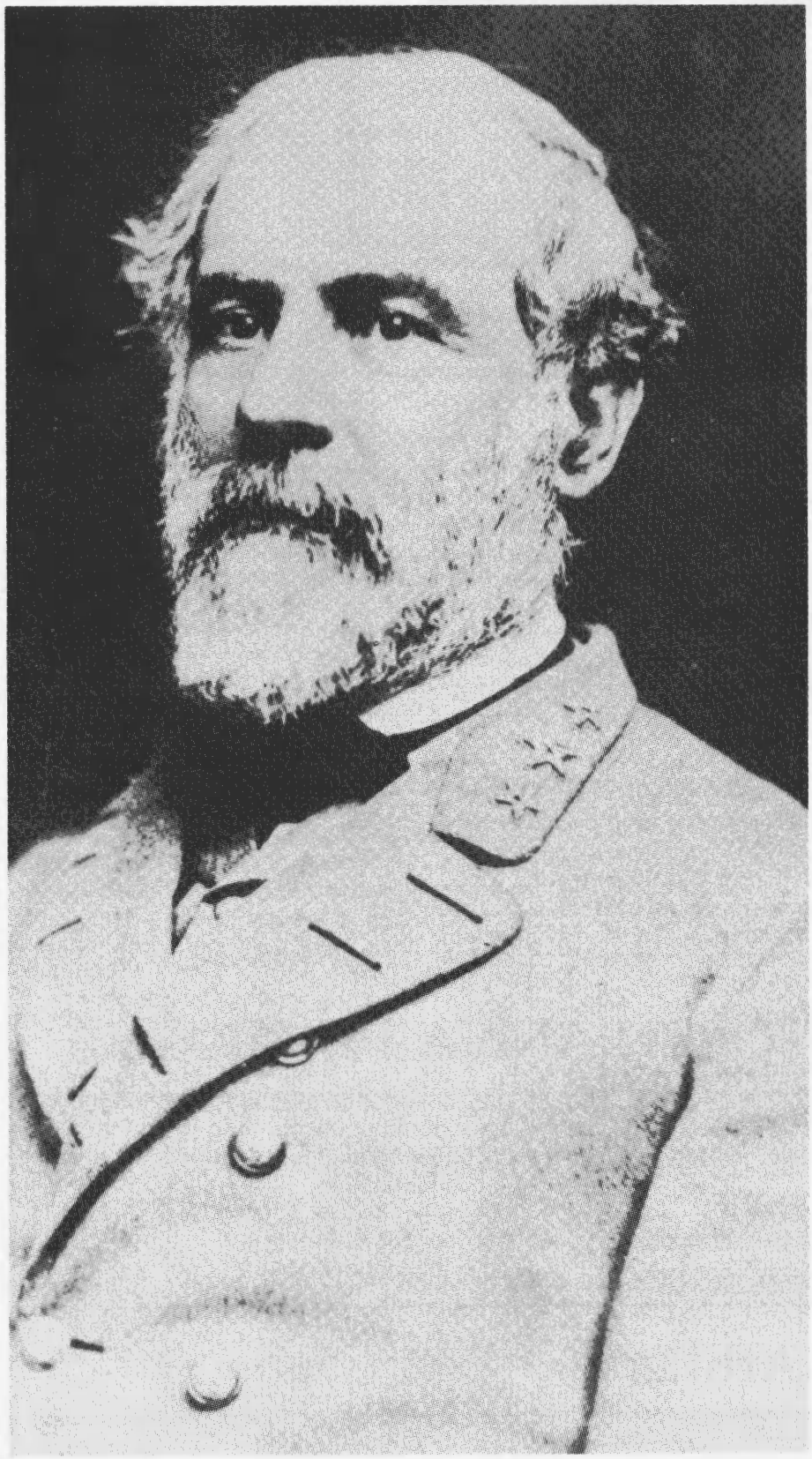
If this is the first time you have tried to transfer a magazine scenario onto a save-game disk (or hard disk), we recommend you follow these directions. The letters in parentheses after each

NORTH ANNA - Small Arms

SMALL ARMS #	1-31	1	2	3
SM. ARMS I.D.	[11]	Rifle Mus	Mxd Rifle	Carbine
RANGE	0-1	1	1	1
FIRE VALUE	0-7	5	4	4
MELEE VALUE	0-7	6	6	6

NORTH ANNA - Artillery

ARTILLERY #	1-31	1	2	3	4	5	6	7
ARTILLERY I.D.	[11]	6lb S'Bore	Napoleon	12lb How	24lb How	6lb Rifle	3in Rifle	10lb Parrot
RANGE	0-5	2	3	2	3	3	4	3
RATE OF FIRE	0-7	4	4	4	3	3	3	4
EFFECT'NESS	0-7	2	5	3	4	3	4	3
PENETRATION	0-7	1	2	1	2	2	4	3



Robert Edward Lee
Not even the operational brilliance of Lee could combat Grant's new style of warfare

heading refer to the corresponding section in the Decisive Battles manual.

There is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Macintosh users should note there are some changes to the numbering system in their design manual and that access to the various design routines is obtained through conventional, pull-down Mac menus.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which we will build the *North Anna* scenario.

Hard disk users should note that all they need is enough room on their hard disk to hold the new scenarios. Macintosh users should note that they do not need to use an existing scenario as the template. They can select *New* from the File Menu.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary. Macintosh users should check their WarPlan™ manual for the location of the different design routines.

Title [5c]. There are three lines of text for the title of the scenario:

North Anna

"We must strike them a blow..."

24th May 1864

Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 5. Macintosh dimensions are 27 x 18.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select (or paint) the icons of your choice to represent the ten terrain types.

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear the map and the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can enter the military units for each side, you must set the force limits. The force limits are as follows; corps (6), divisions (16), brigades (45). Apple II and C64 users must also set the artillery weapon limit to 11.

Weapons [5b(ii)]. Consult the Small Arms and Artillery Tables and enter the data as shown.

Forces [5b(iii)]. Edit the North (Union) Army HQ and the South (Rebel) Army HQ as shown in the data tables.

The objectives assigned to the Army HQs will not appear on the screen until after the objective data base has been entered.

The North has 4 corps. The South has 3 corps. Consult the Corps Table and enter the data as shown.

The North has 13 divisions. The South has 12 divisions. Consult the Divisions Table and enter the data as shown.

The North has 42 brigades. The South has 44 brigades. Consult the Brigades Tables and enter the data as shown.

Objectives [5b(iv)]. There are 12 objectives. Consult the Objectives Table and enter the data as shown.

Scenario Setup [5d(i)]. Enter the following data. Date (24), Month (5), Year (64), Century (18), North Maximum Hex Movement is (4,7,7,5,7), South Maximum Hex Movement is (4,7,7,5,8), neither side is encamped. The entrenchment values (introduced only in Volume II) are 4 for both sides. VP awards are 25 per leader, 3 per 100 men (North), and 25 per leader, 4 per 100 men (South). IBM and Macintosh users should note the combat value for this scenario is 3 for both sides.

Scenario Details [5d(ii)]. This is a one day scenario. Enter the following data for Day 1. The weather is Clear (0), the North is Defensive (0) and the South is Offensive (1), 11am to 7pm are day (3), move (1) turns and 8pm is a dusk (2), End (2) turn. Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics can create the scenario using the advice given above. There is a minor change in the weapons data base. You do not have to set limits for weapons. There is space for 31 weapons of each type.

IBM users with EGA or VGA cards must first create the game map with the "full-map" graphics disabled. To do this, run the program as DB2 f (or DB3 f or DB1 f) which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled. There is a full explanation of "Full Map" graphics in Issue 14.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" WarPaint™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The Decisive Battles program reads the size of the .lbm file on loading and adjusts the WarPaint™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

Macintosh users will find no such complications when it comes to creating scenarios. Follow the directions given in the design section of any Decisive Battles game manual.

PLAYER'S NOTES

North. For once you are on the defensive. You have few options here as the Rebs are forcing the pace. Sit back and give your men a chance to dig in before blasting Lee's men back to Richmond. Do not allow Burnside to attack Ox Ford as he will be bloodily repulsed. However, you can profitably attack the Rebs in the west. You will not get very far but you will kill a few more southerners and probably shorten the war.

South. You are in a no-win situation here. Your attack will be costly to both sides and we all know who has the most men. Still, the alternative is to let them turn you out of another position. Drive hard against Hancock's men and take the bridges. Avoid initiating combat in the west but stop them if they attack you. If you can trap some Union brigades in the bend of the river they would probably surrender (this is of course outside the scope of the game) giving you a decisive win.

Variants. If the initial Confederate attack had failed, Grant would almost certainly have ordered an all out attack

for the following day. To simulate this, change the 8pm turn of day 1 from a dusk (2), end (2) turn to a dusk (2), move (1) turn and extend the duration of each objective to turn 27. The data for day 2 has already been entered. My advice to all fans of the Confederacy is not to play this variant. ◆

LETTERS
Continued from p. 4

tion of the Division. The two HQs also better represents the almost inexhaustible supply of the US army.

In the historical battle part of the Division was choppered behind enemy lines and part supported the ground push by the 1st Marines. I have grossly oversimplified the historical situation where units were fragmented and dropped all over the place, including into Khe Sanh itself.

The 1st AirCav had a number of helicopters for supply, medivac, transport and gunship roles. The more choppers used for one job, the less were available for the others. Hence, if the entire Division had been committed as ground troops there would have been many more helicopters available for ground support missions. Feel free to include more gunship assets if you choose to transport less of the Division behind NVA lines.

Gentlemen,

I have enjoyed your products quite a bit over the past few years. I really enjoy the flexibility of the programs and the fact that I can sit down and play several of the scenarios in one sitting. In addition to enjoying your games I have at many turns been frustrated, but this is usually because my troops are not performing up to my expectations. I would like to say that my favourite scenario for the DB system that needs to be converted to IBM is the Battle for South Mountain!

Maybe its because I grew up in Maryland and spent many fond hours picnicing at Burnside Bridge with my family, or maybe its because it is a battle with many options for both sides. Anyway if you ever make it to Maryland you must go to the South Mountain Inn.

Thanks for your help and keep up the good work.

Joe Sherfy

Austin Texas

P.S. Yes. I enjoy the European DB scenarios! I am not as big a fan of the Island hopping scenarios. How about Sicily-: American Landing and Italian/German counterattack. OR Dunkirk 1940!

Finally: I greatly await your arrival on the Napoleonic scene!

Ed. Thanks Joe, South Mountain is one of my favourite DB scenarios too. I converted it over to the Mac well before I started working for the company. Sicily eh? Well I guess you'll be happy when you get this issue. Dunkirk?, I'll think about it.

Dear Sirs

Whaooo!!! ... I wrote you a letter on the 3rd of May 1993 and I received the response on the 18th of May. You are faster than light!!! I am very happy with the upgrades I received (*Panzer Battles, Rommel, HOM, DB2*). These games are terrific on an IBM PC. The difference between the C64 and IBM versions are astonishing.

I also received *Run 5* Issue 19. In "Editor's Chance" you ask about letters telling you what we think about your games and magazine scenarios... Well here is what I think about them...GREAT, GREAT, GREAT; Your wargames are as good looking as are the "real" ones (with die-cut full-colour counters, colourful map, etc...), and though they are not as smart as a human enemy, they are the smartest I ever played on a computer.

The magazine scenarios are well-made, balanced, innovative, and open to modifications. Their only drawback is that they are few, so few...

By the way, when will you transfer the older scenarios (from *Battles in Normandy, Battlefront*, old *Run5* issues) to an IBM format? Perhaps in a "special issue" of *Run 5*. I am interested. And what about the evolution of Russia (The Battle of the Bulge)? And what about a remake of Europe Ablaze?

One last question... where in Australia is Drummoyne? I can't find it on a map.

You are really doing a great job, and I regret not being born in Australia, because I can't work for your company.

I am looking forward to hearing from you soon.

Yours Faithfully

Latrice Forno

Vitrolles FRANCE

Ed. Thanks for the praise Latrice. In answer to your question, we are slowly converting the old Battlefront scenarios onto IBM and Macintosh format. We will make an announcement in Run 5 when we decide how we are going to release them. Obviously though, these conversions are taking a back seat to our new projects.

Drummoyne is a suburb of Sydney, the Olympics 2000 city.

Dear Friends,

How are you? I am fine.

I am writing to tell you that I have gotten the *Carriers at War Construction Kit* and *Warlords II*. They are definite winners! Wow, Warlords II seems to have all the right menus and accessories that would have made the last game even more fun! And the graphics and sound... great chrome! My "visors up" to all concerned.

Continued on p.40

SICILY

Objective by Default

July 10th-August 17th 1943

A Scenario for the Battlefront Game System

by Stephen Hand

In early 1943 the campaign for North Africa was dragging on for longer than anyone had predicted. The result of this was that the cross channel invasion of France had to be put back to 1944. This left a problem of how best to employ the seasoned armies then fighting in Tunisia. To have the allied armies sitting idle would give the Germans breathing space in which to rebuild their shattered armies and concentrate on the war in Russia. The political consequences were also unpleasant. The Russians were, understandably, not keen on fighting Germany single handed. All these factors added up to further operations in the Mediterranean. After much discussion the objective was agreed upon, Sicily, objective by default.

The decision to attack Sicily was based on a number of factors. Foremost among these was the range of allied air cover.

The Italian mainland was the obvious point for an invasion, it would render the islands of Corsica, Sardinia and Sicily irrelevant. Italy, however, was out of fighter range.

In 1943 the Luftwaffe was far from a spent force and the prospect of the invasion transports being attacked from the air was enough to decide against Italy.

The necessity of having the troops available in time for the invasion of France required a limited objective which could not be significantly reinforced. The two objectives which fitted all the technical criteria were Sardinia and Sicily.

Winston Churchill argued strongly for Sicily. Taking the island, he said, would greatly increase the security of British merchant shipping operations in the Mediterranean. It would also pose a serious threat to Italy, although no thought was given at that time to a subsequent Italian campaign.

Sardinia was considered by the Axis to be the most likely target. From their point of view the capture of Sardinia posed the most dangerous threat to Italy.

Once in possession of Sardinia the Allies could land a force in the Gulf of Genoa and outflank the entire Italian Peninsula.

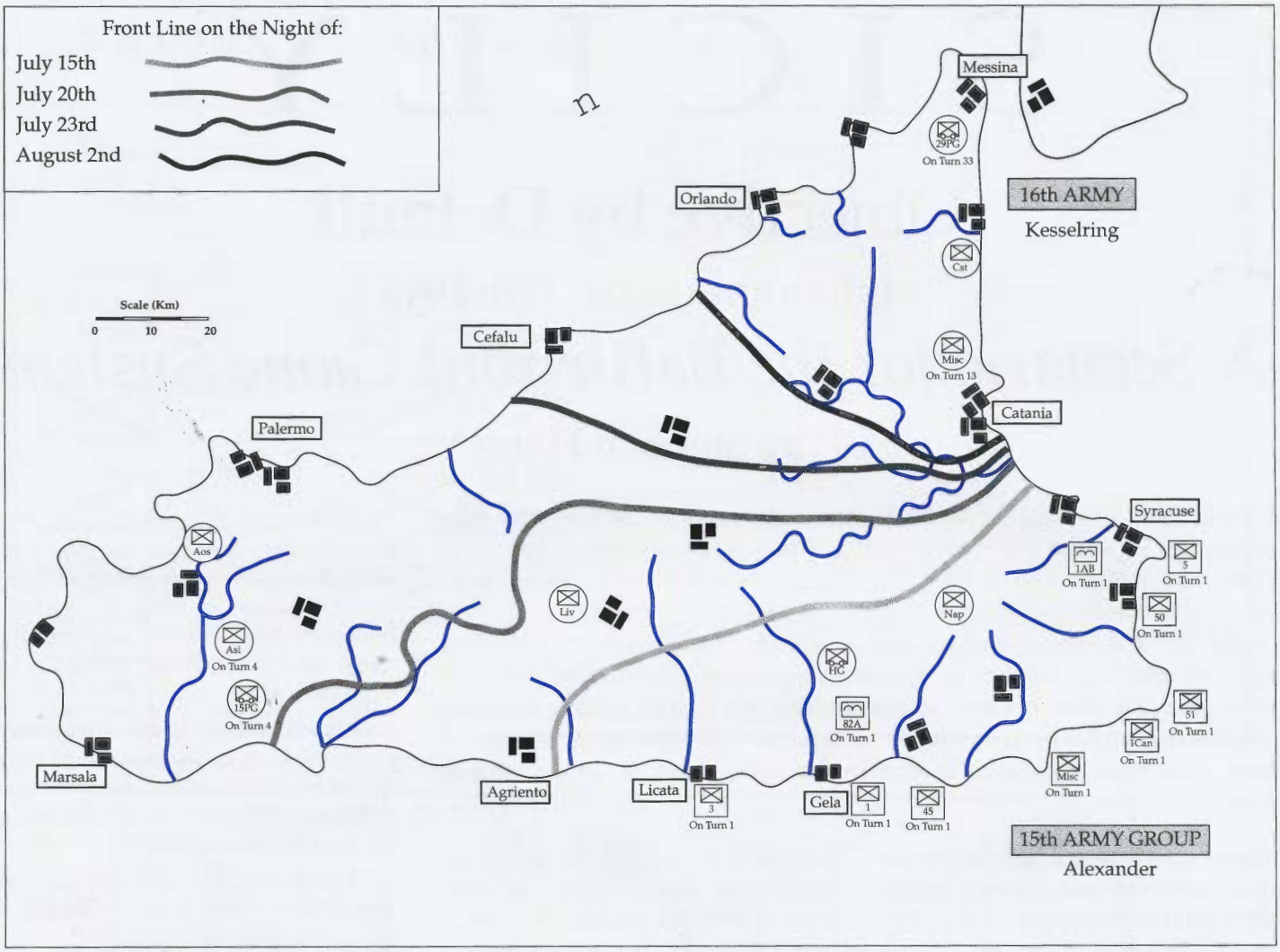
The Allies had different criteria. They required any island they attacked to be a suitable stepping stone for a subsequent invasion of Italy or southern France. Sardinia lacked suitable airstrips and port facilities, both present in Sicily.

As a one off objective Sicily was clearly preferable and, as the invasion of Italy was only planned after the fall of Mussolini, very little case could be made for the invasion of Sardinia.

With Sicily decided upon, the question remained of where to land. The key to Sicily was Messina (see map).

The Italian mainland was only two miles away from Messina and this, despite the Allied control of the sea, allowed relatively free passage of men and equipment.

Unopposed
Highlanders of the 51st Division march through Pachino on D-Day



Situation Map for the Sicily Scenario

The swift capture of Messina would have cut the German and Italian defenders off from supplies and reinforcements, but most importantly would have cut off their route of escape from the island.

The problem with Messina was that it was the one point on Sicily beyond the range of the Allied fighters. The Germans were also quite capable of bombarding an amphibious force from Reggio on the Italian mainland.

The Allies had no way of knowing whether the Italian Navy would sally out, thus potentially disrupting the invasion.

It is a mark of the timidity of the Royal Navy that they were unwilling to risk a battle which, both quantitatively and qualitatively they should have been assured of winning. A Nelson, or even a Jellicoe, would have jumped at the chance to draw out an inferior enemy fleet in the defence of their homeland. But, alas, such an admiral did not exist in 1943, not outside the Pacific anyway.

Another factor which seems strange in light of subsequent operations was the lack of thought towards a possible preparatory naval barrage. If it was impossible to support landings at Messina from the air, there were still six battleships and numerous cruisers which could have pounded the German positions into rubble. The facts were, however, that Sicily was the largest amphibious operation to date with eight divisions to be landed on D-Day. The possibilities of naval support had simply not been explored. It was actually on Sicily that George Patton standing on a building in the town of Gela had an ensign call in naval fire on the tanks of the Hermann Goering Division, the new walkie-talkie proving its worth.

It is of course debatable as to whether the Allied timidity was valid. Given the outcome of the campaign, however, it is easy to see that the early casualties which would doubtless have been incurred attacking Messina would have been offset by the eventual collapse and capture of all Axis forces on Sicily through lack of supply. The effect to the subsequent Italian campaign of the destruction of at least two veteran German mechanised divisions can only be imagined.

With Messina off the list, an alternative plan was developed which called for a

number of landings staggered over four or five days, starting with a British landing near Catania in the east and culminating in an American landing at Palermo in the north west.

Montgomery disagreed with the dispersal of forces stating correctly that "The Germans and also the Italians are fighting desperately now in Tunisia and will do so in Sicily". Monty preferred a concentration of forces in one area.

On the 2nd of May he put forward his alternative plan. This involved the landing of the British forces on the south eastern tip of Sicily and the American forces along the southern coast. Montgomery regarded his forces as a sword cutting their way to Messina while Patton on his left acted as his shield. Unfortunately for Monty his swordsman was left-handed.

Reinforcements
As the British met with early success they landed a second wave of troops on the morning of July 11th

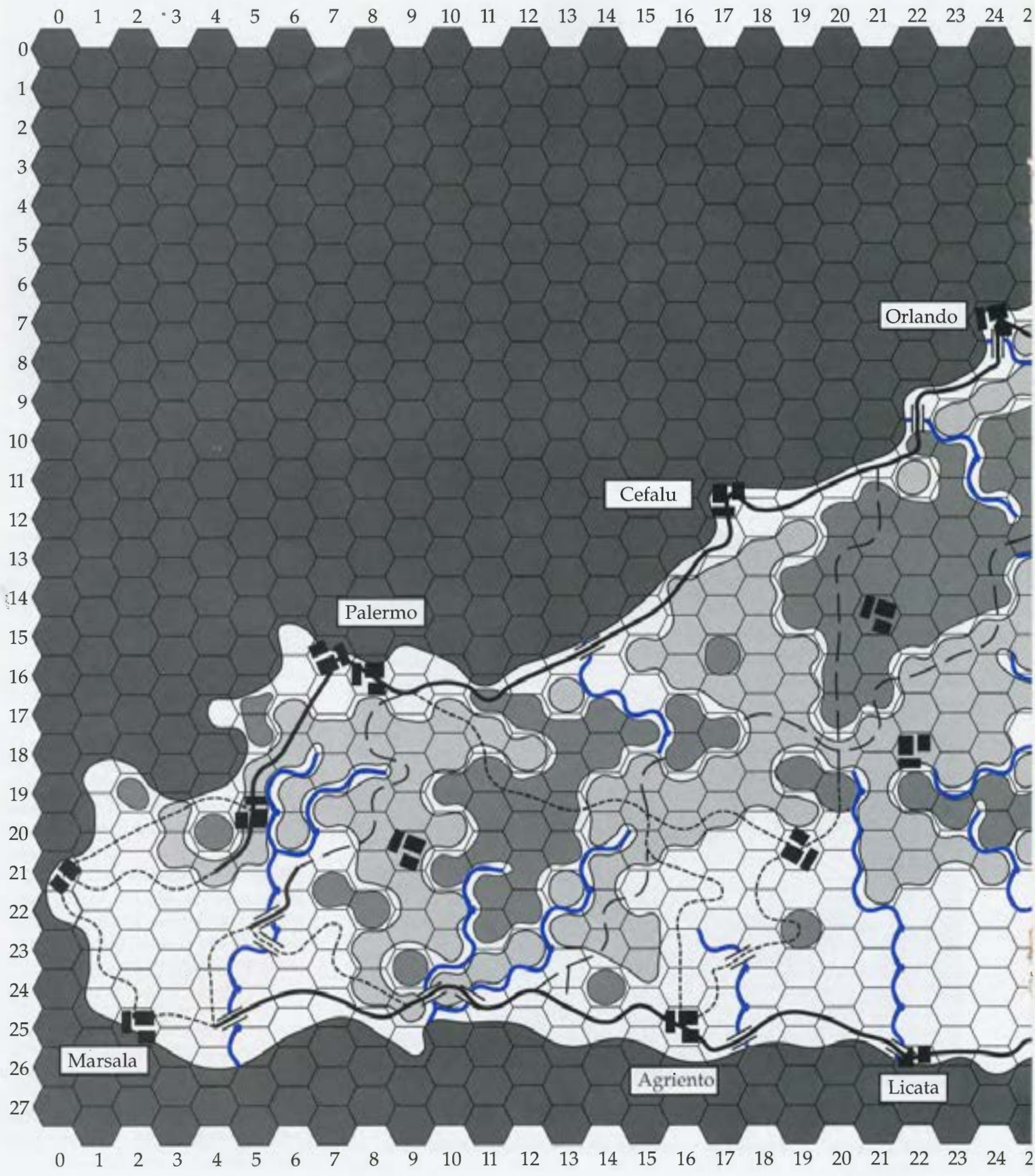
American Troops Coming Ashore
Although they met no opposition on landing, the Americans were heavily counterattacked

Montgomery's plan was accepted and was put into effect as Operation Husky. The landings were to be preceded by airdrops designed to give the amphibious force time to get off the beaches before a counterattack hit.

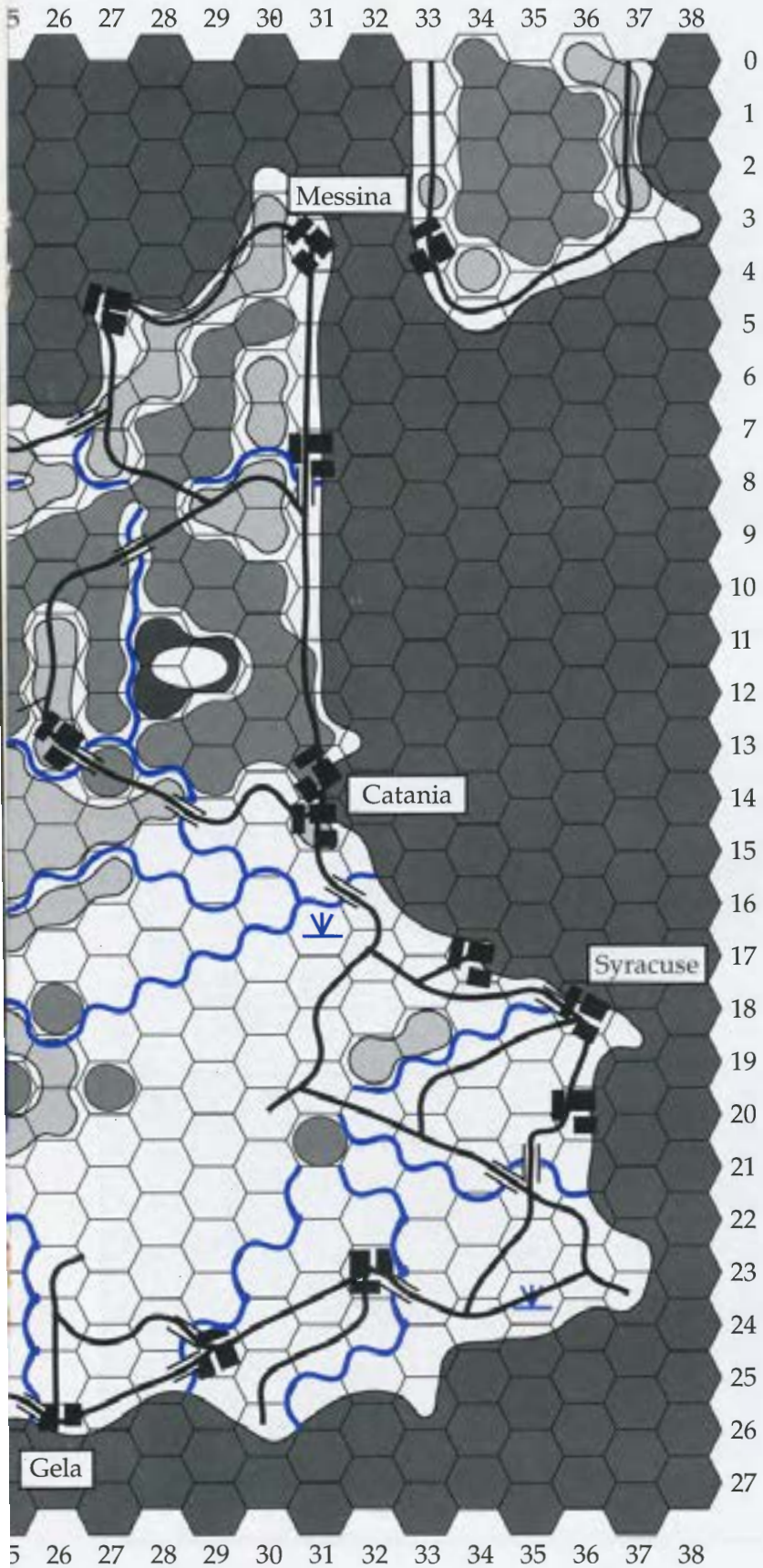
The one tactical omission was in the air cover. The British and American air forces were independent of each other and of the naval and land forces for Husky. They decided to commit the bulk of their efforts to strategic bombing and long range fighter missions. This resulted in a lack of air cover over the beaches, the one thing the Allied planners had feared most.

In defence of Sicily were 300 000 Italian and 30 000 German troops. Over two thirds of the Italians were in coastal defences and many were unfit, poorly trained reservists. The remainder ranged from poorly equipped leg divisions and hopelessly outclassed armour to some quite effective motorised divisions. The German forces on the island consisted of the elite 15th Panzergrenadier Division and the superbly equipped, but otherwise overrated, Hermann Goering Division.

SICILY -Map



Terrain Key


5 26 27 28 29 30 31 32 33 34 35 36 37 38
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Syracuse
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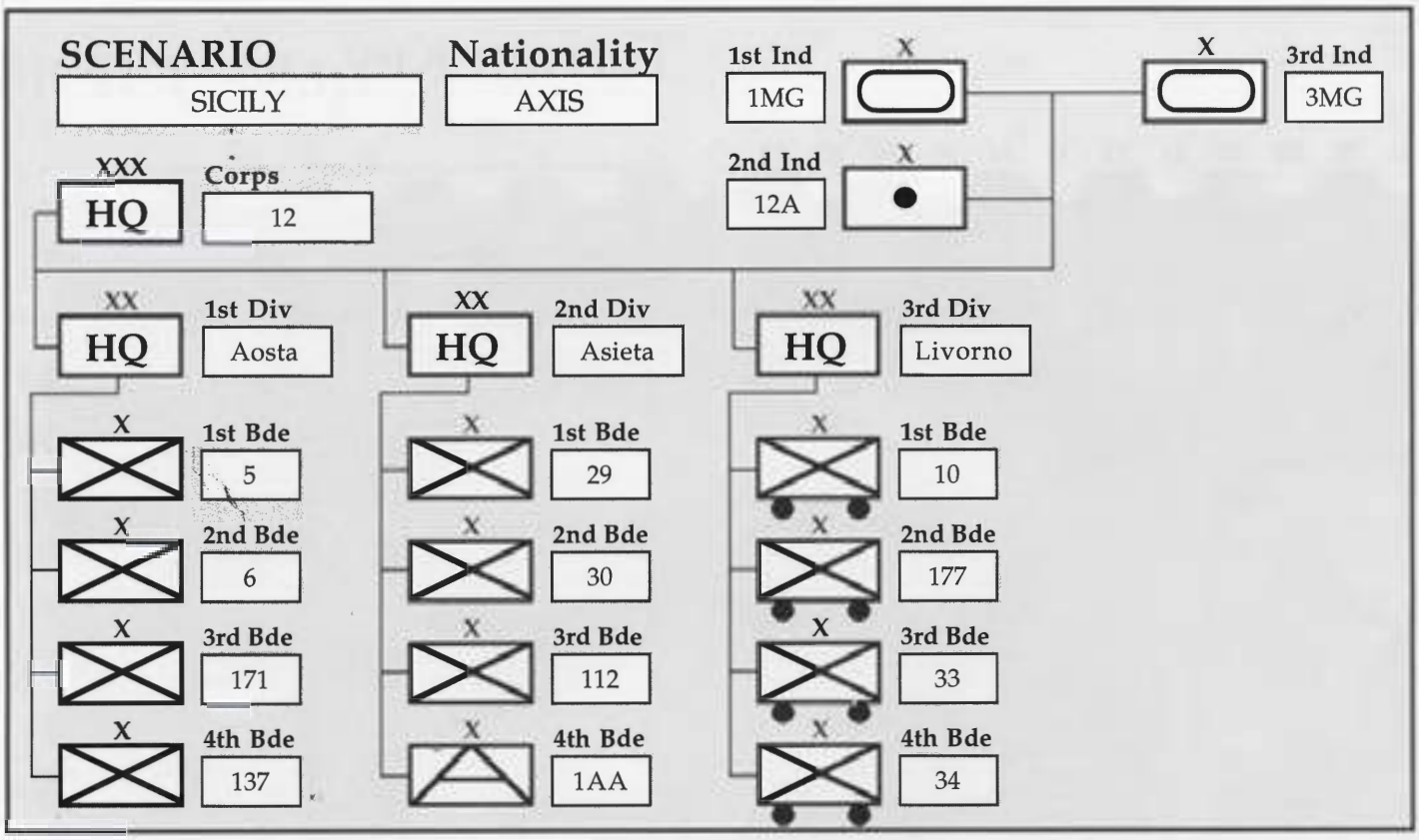
OCEAN
OPEN
SWAMP
HILLS
MOUNTAINS
MOUNT ETNA
TOWN/CITY
BRIDGE
RIVER
ROAD
ERSATZ ROAD
HIDDEN ROAD

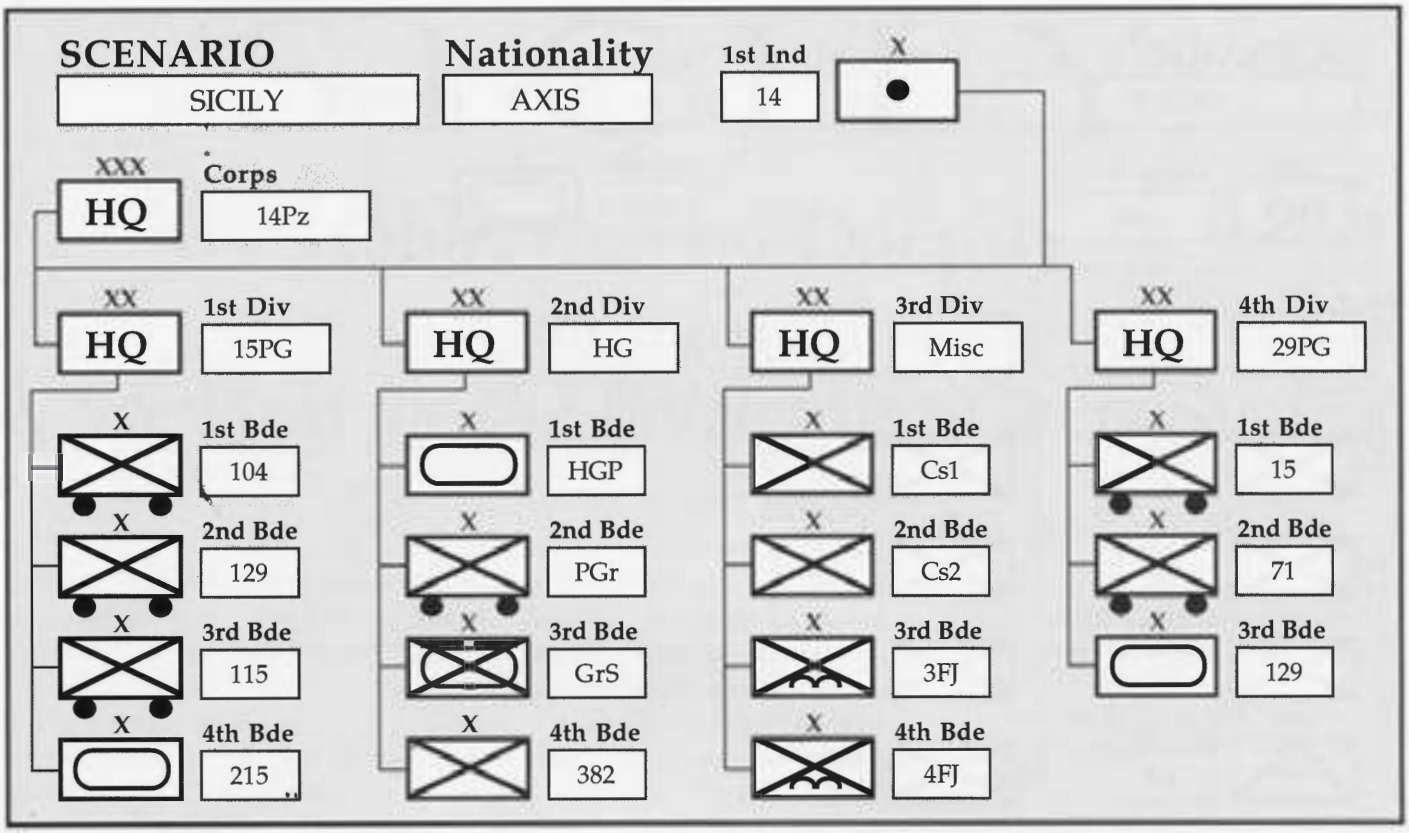


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	12	Aosta	Asieta	Livorno	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	1	2	3	5	
LEADERSHIP	0-7	2	2	3	5	
HQ SUPPLY	0-7	2	3	4	5	
BRITTLE	0-1	1	1	1	0	
MOVEMENT	0-31	7	N/A	N/A	N/A	
ARRIVAL	0-99	4	N/A	N/A	N/A	
LOCATION	(x,y)	24,11	N/A	N/A	N/A	

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	5	6	171	137	29	30	112	1AA	10	177	33	34					1MG	12A	3MG	
LOCATION	(x,y)	5,19	5,18	6,18	0,21	6,22	5,22	8,20	7,15	9,22	16,25	21,22	19,20					7,20	8,23	26,23	
CLASS	0-13	0	0	0	0	0	0	0	8	1	1	1	1					11	13	11	
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0					0	0	0	
EQUIPM'T	0-31	1	1	1	9	1	1	1	10	8	8	8	8					5	12	5	
MOVEMENT	0-31	4	4	4	0	4	4	6	0	6	6	6	6					10	2	10	
ARRIVAL	0-99	0	0	0	0	4	4	4	0	0	0	0	0					0	0	0	
MAX STREN.	0-15	9	9	9	6	9	9	7	10	9	9	9	9					8	12	8	
INIT. STREN.	0-15	9	9	9	6	9	9	7	10	9	9	9	9					8	12	8	
RATING	0-15	3	3	3	0	1	1	1	8	7	7	7	7					2	8	2	
RANGE	0-15	0	0	0	0	0	0	0	1	0	0	0	0					1	3	1	
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	
EXPERIENCE	0-7	1	1	1	0	2	2	2	3	3	3	3	3					3	3	3	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					2	3	3	

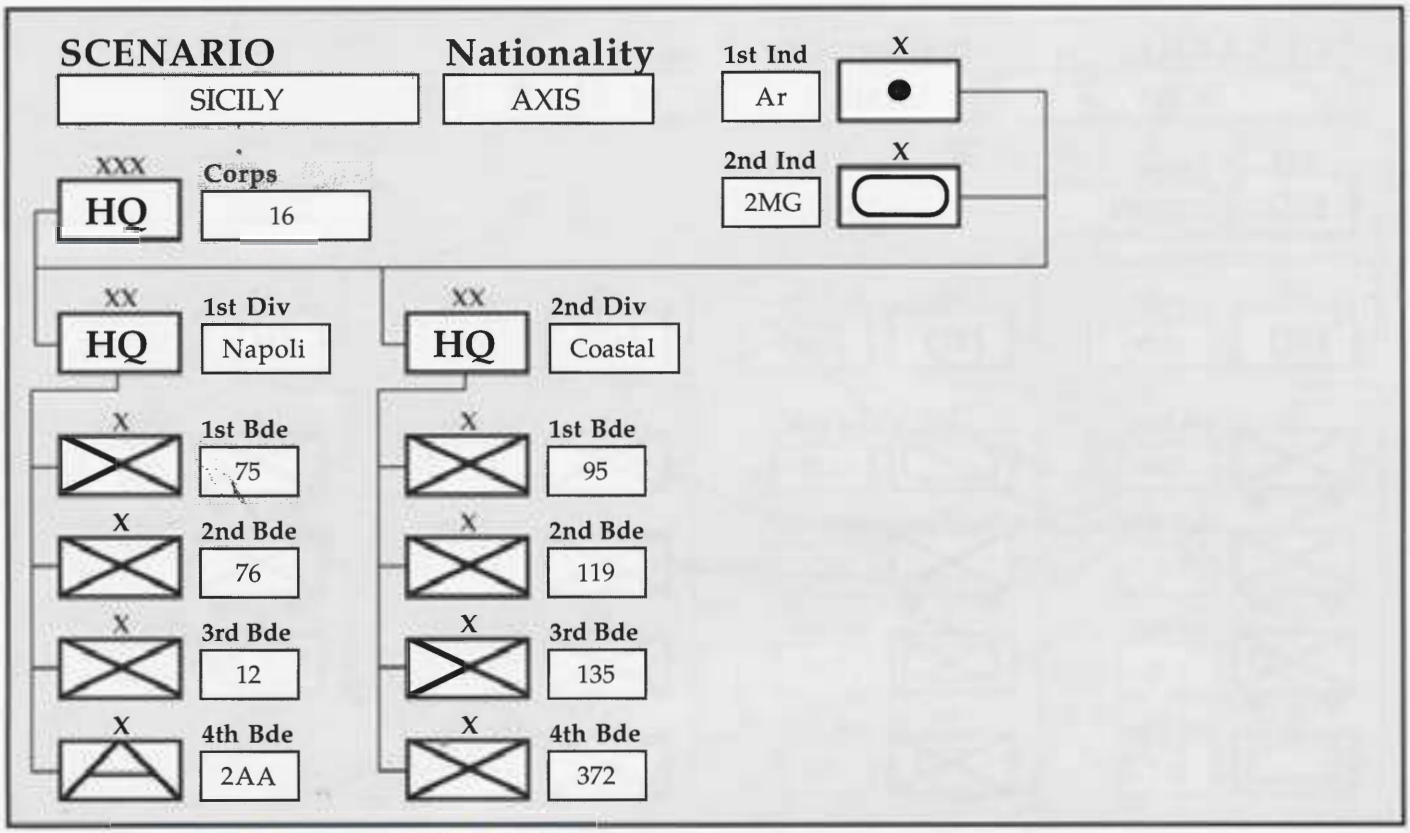


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	14Pz	15PG	HG	Misc	29PG
UNIT TYPE	[8]	Panzer	Mechanised	Mechanised	Infantry	Mechanised
HQ ADMIN	0-7	6	7	4	5	6
LEADERSHIP	0-7	6	6	4	5	5
HQ SUPPLY	0-7	7	7	7	5	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	10	N/A	N/A	N/A	N/A
ARRIVAL	0-99	9	N/A	N/A	N/A	N/A
LOCATION	(x,y)	31,3	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	104	129	115	215	HGP	PGr	GrS	382	Cs1	Cs2	3FJ	4FJ	15	71	129		14			
LOCATION	(x,y)	5,21	6,24	26,14	27,14	27,23	27,22	27,13	28,14	2,25	31,13	31,14	31,10	31,3	30,4	31,4		30,11			
CLASS	0-13	1	1	1	11	11	1	2	0	0	0	3	3	1	1	11		13			
MODE	0-3	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0		0			
EQUIPM'T	0-31	8	8	8	4	3	8	6	1	9	9	7	7	8	8	4		12			
MOVEMENT	0-31	6	6	6	10	10	6	8	4	0	0	6	6	6	6	10		3			
ARRIVAL	0-99	4	4	0	0	0	0	0	0	0	0	13	13	33	33	33		0			
MAX STREN.	0-15	15	15	12	9	12	12	15	12	6	12	15	15	12	15	10		15			
INIT. STREN.	0-15	15	15	12	9	12	12	15	12	6	12	15	15	12	15	10		15			
RATING	0-15	12	12	12	10	15	12	12	10	4	4	10	10	10	10	9		13			
RANGE	0-15	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1		3			
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		7			
EXPERIENCE	0-7	6	6	6	6	4	4	6	5	2	2	6	6	6	6	6		6			
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		1			

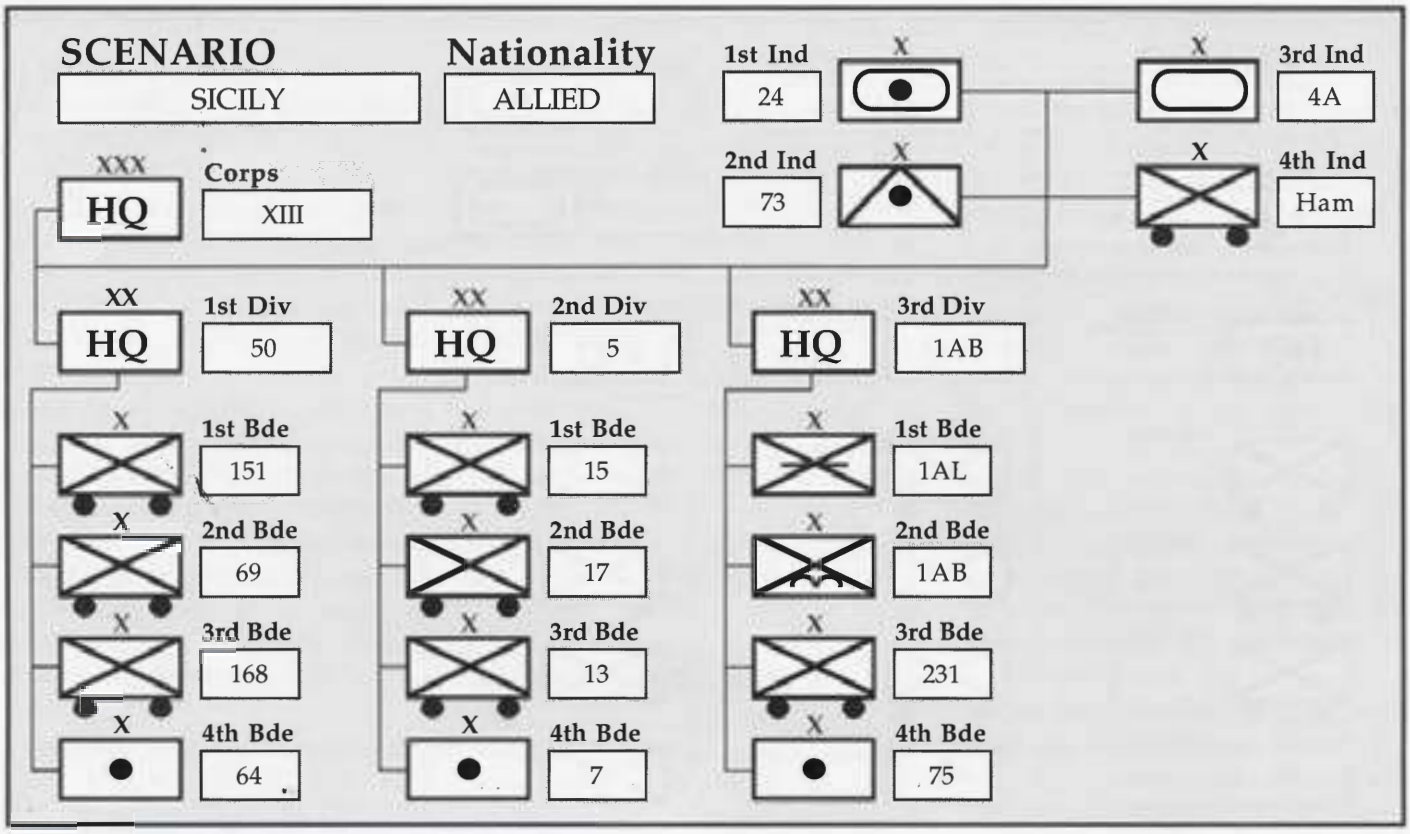


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	16 Corps	Napoli	Coastal		
UNIT TYPE	[8]	Infantry	Infantry	Garrison		
HQ ADMIN	0-7	2	1	1		
LEADERSHIP	0-7	2	2	1		
HQ SUPPLY	0-7	5	4	2		
BRITTLE	0-1	0	1	0		
MOVEMENT	0-31	6	N/A	N/A		
ARRIVAL	0-99	0	N/A	N/A		
LOCATION	(x,y)	26,13	N/A	N/A		

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	75	76	12	2AA	95	119	135	372									Ar	2MG		
LOCATION	(x,y)	29,17	30,19	32,23	23,22	31,3	31,7	31,9	31,11									27,21	34,21		
CLASS	0-13	0	0	0	8	0	0	0	0									13	11		
MODE	0-3	0	0	0	0	0	0	0	0									0	0		
EQUIPM'T	0-31	1	1	1	10	9	9	9	9									12	5		
MOVEMENT	0-31	4	4	6	4	2	2	2	2									2	10		
ARRIVAL	0-99	0	0	0	0	0	0	0	0									0	0		
MAX STREN.	0-15	9	9	9	10	8	8	8	12									12	10		
INIT. STREN.	0-15	9	9	9	10	8	8	8	12									12	10		
RATING	0-15	3	3	3	7	0	0	0	0									7	0		
RANGE	0-15	0	0	0	1	0	0	0	0									3	1		
FATIGUE	0-7	7	7	7	7	7	7	7	7									7	7		
EXPERIENCE	0-7	1	1	1	3	0	0	0	0									3	3		
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A									1	1		

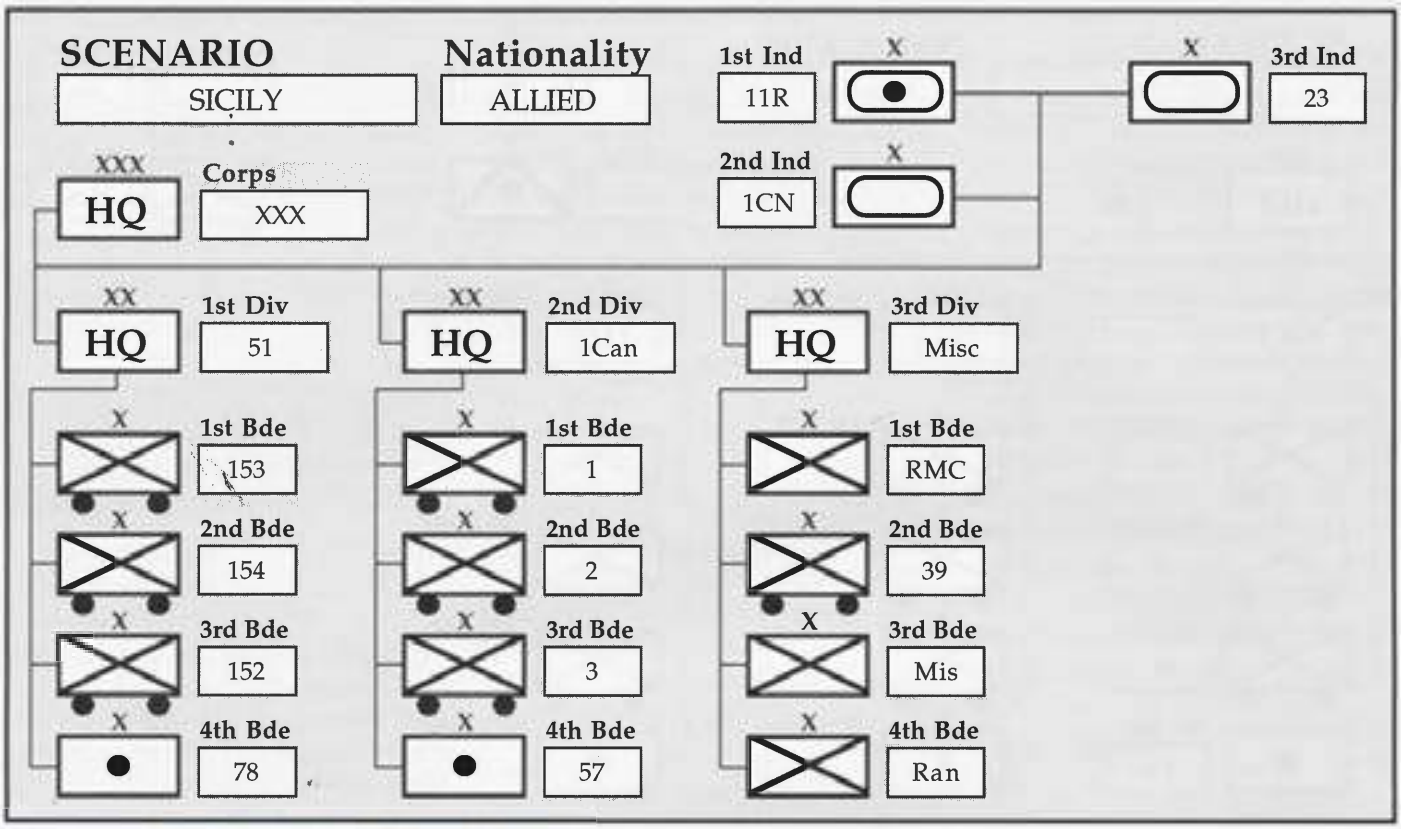


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	XIII Corps	50	5	1AB	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Airborne	
HQ ADMIN	0-7	3	3	3	3	
LEADERSHIP	0-7	1	3	3	5	
HQ SUPPLY	0-7	3	5	5	4	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	5	N/A	N/A	N/A	
ARRIVAL	0-99	5	N/A	N/A	N/A	
LOCATION	(x,y)	38,19	N/A	N/A	N/A	

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	151	69	168	64	15	17	13	7	1AL	1AB	231	75					24	73	4A	Ham
LOCATION	(x,y)	37,20	37,20	37,20	37,20	37,19	38,19	37,19	37,19	36,19	31,15	37,21	37,21					37,21	37,21	36,18	36,18
CLASS	0-13	1	1	1	13	1	1	1	13	0	3	1	13					12	9	11	1
MODE	0-3	3	3	3	3	3	3	3	3	2	1	3	3					3	3	3	3
EQUIPM'T	0-31	8	8	8	12	8	8	8	12	1	7	8	12					11	13	2	8
MOVEMENT	0-31	6	6	6	3	6	6	6	3	4	4	6	3					10	4	10	6
ARRIVAL	0-99	1	5	17	17	1	1	5	17	1	17	1	33					17	17	9	5
MAX STREN.	0-15	15	15	15	15	15	15	15	15	10	15	15	15					12	8	15	15
INIT. STREN.	0-15	15	15	15	15	15	15	15	15	10	15	15	15					12	8	15	15
RATING	0-15	8	8	8	9	8	8	8	9	6	6	8	9					9	6	7	8
RANGE	0-15	0	0	0	3	0	0	0	3	0	0	0	3					3	1	1	0
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	7
EXPERIENCE	0-7	3	3	3	3	3	3	3	3	5	5	4	3					3	3	4	3
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					2	3	1	1

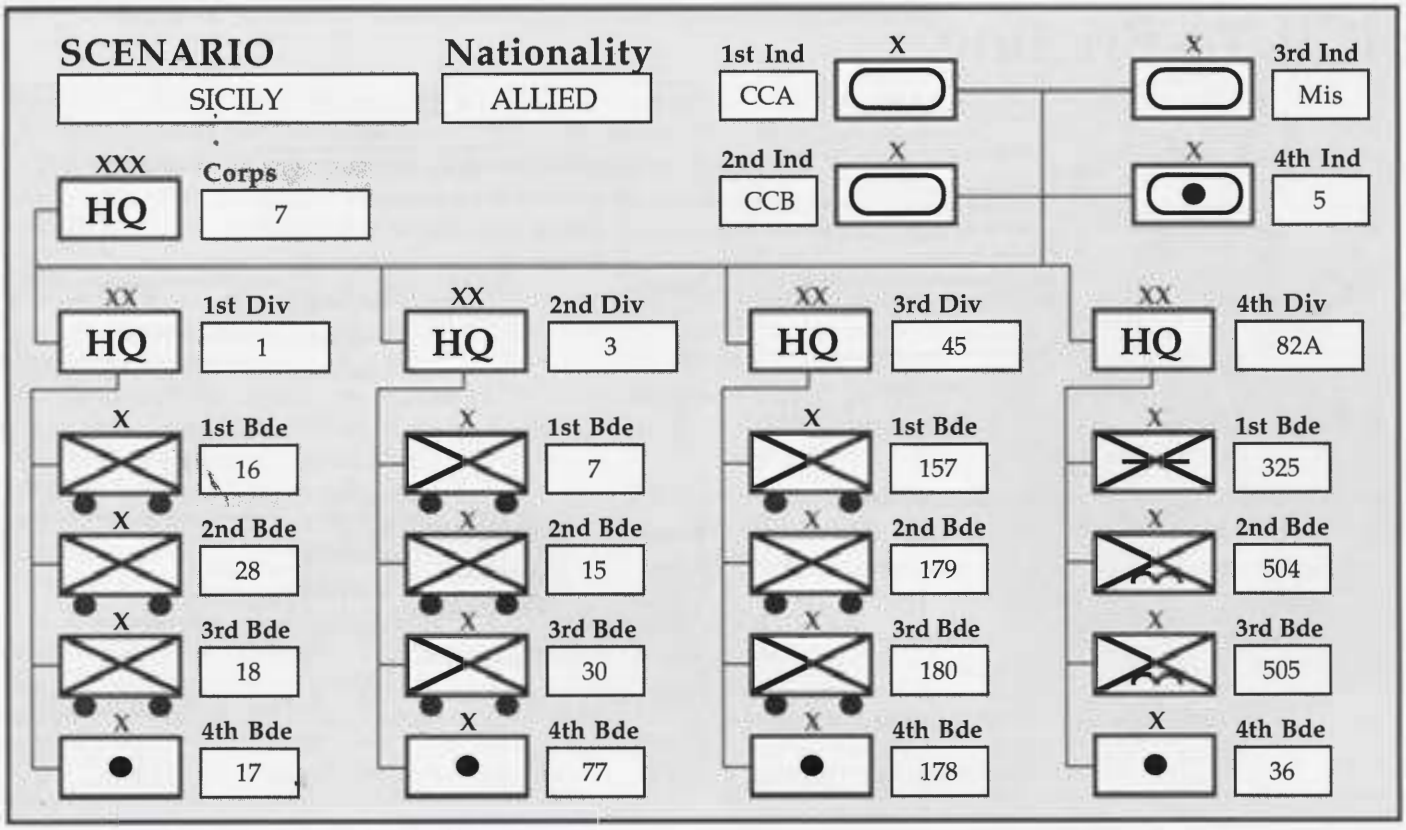


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	XXX Corps	51	1Can	Misc	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	3	4	3	2	
LEADERSHIP	0-7	2	4	3	2	
HQ SUPPLY	0-7	3	5	5	4	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	5	N/A	N/A	N/A	
ARRIVAL	0-99	5	N/A	N/A	N/A	
LOCATION	(x,y)	38,24	N/A	N/A	N/A	

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	153	154	152	78	1	2	3	57	RMC	39	Mis	Ran					11R	1CN	23	
LOCATION	(x,y)	38,24	38,23	38,23	38,23	36,25	35,25	36,25	36,25	34,26	29,26	29,26	26,27					34,26	35,25	38,24	
CLASS	0-13	1	1	1	13	1	1	1	13	0	1	0	0					12	11	11	
MODE	0-3	3	3	3	3	3	3	3	3	3	3	3	3					3	3	3	
EQUIPM'T	0-31	8	8	8	12	8	8	8	12	1	8	1	1					11	2	2	
MOVEMENT	0-31	6	6	6	3	5	5	5	3	4	6	4	4					10	10	10	
ARRIVAL	0-99	1	1	5	33	1	1	5	33	1	17	21	1					17	33	5	
MAX STREN.	0-15	15	15	15	15	15	15	15	15	15	15	10	15					12	15	15	
INIT. STREN.	0-15	15	15	15	15	15	15	15	15	15	15	10	15					12	15	15	
RATING	0-15	8	8	8	9	8	8	8	9	6	9	6	8					9	7	7	
RANGE	0-15	0	0	0	3	0	0	0	3	0	0	0	0					3	1	1	
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7					7	7	7	
EXPERIENCE	0-7	4	4	4	3	5	5	5	3	6	3	3	6					3	4	4	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					1	2	1	



HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	7 Corps	1	3	45	82A
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Airborne
HQ ADMIN	0-7	6	4	5	5	6
LEADERSHIP	0-7	7	5	6	4	6
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	10	N/A	N/A	N/A	N/A
ARRIVAL	0-99	5	N/A	N/A	N/A	N/A
LOCATION	(x,y)	25,26	N/A	N/A	N/A	N/A

UNIT DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	16	28	18	17	7	15	30	77	157	179	180	178	325	504	505	36	CCA	CCB	Mis	5
LOCATION	(x,y)	27,26	28,26	27,26	27,26	22,27	23,26	24,27	23,26	30,27	29,26	31,26	29,26	27,23	27,24	27,24	27,26	22,27	26,27	29,26	25,26
CLASS	0-13	1	1	1	13	1	1	1	13	1	1	1	13	0	3	3	13	11	11	11	12
MODE	0-3	3	3	3	3	3	3	3	3	3	3	3	3	2	1	1	3	3	3	3	3
EQUIPM'T	0-31	8	8	8	12	8	8	8	12	8	8	8	12	1	7	7	12	2	2	2	11
MOVEMENT	0-31	6	6	6	3	6	6	6	3	6	6	6	3	4	4	4	3	10	10	10	10
ARRIVAL	0-99	1	1	5	17	1	1	1	17	1	1	1	33	25	9	1	33	5	5	25	17
MAX STREN.	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	12	12	12	12
INIT. STREN.	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	12	12	12	12
RATING	0-15	12	12	12	12	12	12	12	12	12	12	12	12	9	9	9	12	10	10	10	12
RANGE	0-15	0	0	0	3	0	0	0	3	0	0	0	3	0	0	0	3	1	1	1	3
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	5	5	4	5	5	5	4	4	4	4	4	5	5	5	4	5	5	5	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	1	3	4

SICILY - Briefing

AXIS	ALLIED
SIDE [16]: Italo-German	SIDE [16]: Anglo-American
CORPS [16]: 16th Army	CORPS [16]: 15th Army Group
COMMANDER [16]: Kesselring	COMMANDER [16]: Alexander

DAY	NIGHT	SUPPORT	DAY	NIGHT
20	5	QUANTITY (0-99)	40	8
3	1	RELIABILITY (0-3)	2	1
10	10	RATING (0-15)	10	10

AIR SUPERIORITY (0-7)

STATUS = 5
RELIABILITY = 4
WEAK ALLIED LIKELY

SCENARIO [16]: Sicily

BRIEFING [26]: Objective by Default 10th-23rd July 1943

(0-3)	START =	0	am 10th July 1943
(1-31)	DATE =	10	
(1-12)	MONTH =	7	
(0-99)	YEAR =	43	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	14	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	4	STABLE
(0-7)	CLIMATE =	0	EUROPEAN
(0-31)	MECH MIN =	8	

BRITTLENESS			NIGHT CAPABLE		
(0-9)	AXIS =	50 %	(0-1)	AXIS =	0
(0-9)	ALLIED =	00 %	(0-1)	ALLIED =	0

SICILY - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Ocean	-	-	-	-	-
T1	Open	1	1	7	7	7
T2	Hill	4	2	2	3	3
T3	Mountain	-	4	0	2	1
T4	Swamp	-	2	2	5	5
T5	Mt Etna	-	-	-	-	-
T6	-	-	-	-	-	-
T7	-	-	-	-	-	-
T8	-	-	-	-	-	-
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	-	-	-
-	CITY	N.A.	N.A.	1	3	1
-	BRIDGE	2	2	2	5	4
-	RIVER	N.A.	4	1	5	3

SICILY - Objectives & Miscellaneous Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Messina	31,3	0	0	40	55	1	5
2(AX)	Palermo	7,15	0	0	1	40	1	25
3(AX)	Catania	31,13	2	1	1	55	1	5
4(AX)	Syracuse	36,18	0	0	1	15	5	50
5(AX)	Enna	22,18	1	1	1	45	1	10
6(AX)	Agriento	16,25	0	0	1	15	2	25
7(AX)	Licata	22,26	0	0	1	10	5	50
8(AX)	Gela	26,26	0	0	1	10	5	50
9(AX)	Nicosia	21,14	1	1	1	55	1	15
10(AX)	Cefalu	17,11	1	1	1	55	1	15
11(AX)	Adrano	26,13	2	1	10	55	1	10
12(AX)	Orlando	24,7	0	0	20	55	1	10
1(AL)	Messina	31,3	1	0	1	55	30	255
2(AL)	Palermo	7,15	3	0	1	55	5	25
3(AL)	Catania	31,13	1	0	1	55	10	75
4(AL)	Syracuse	36,18	1	0	1	10	1	10
5(AL)	Enna	22,18	0	0	1	35	2	10
6(AL)	Agriento	16,25	3	0	1	15	2	10
7(AL)	Marsala	2,25	3	0	1	55	3	10
8(AL)	Trapani	0,21	3	0	1	55	3	10
9(AL)	Caltanisetta	19,20	0	0	1	25	3	10
10(AL)	Cefalu	17,11	0	0	1	55	5	50
11(AL)	Adrano	26,13	2	0	1	55	5	25
12(AL)	Orlando	24,7	2	0	1	55	5	50

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 0	4th Hex =	2 2
2nd Hex =	1 1	5th Hex =	2 2
3rd Hex =	1 1	6th Hex =	3 3

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	4	2
ALLIED	4	2

MAP SIZE

ACROSS (0-2)	2
DOWN (0-3)	3

D-Day Success
Resistance to the British advance was light on the first day and Syracuse was captured before nightfall

Opinions were divided over the best way to defend Sicily. Guzzoni, the local Italian commander placed his static divisions around the coast and scattered his mobile forces in "penny packets" in order to be able to launch some sort of a counterattack wherever the Allies landed.

Kesselring, the German commander in Italy would have preferred to mass his two divisions along with the Italians at one point. He considered that the west was the most likely point of attack and favoured deploying his troops there. This, however, could have resulted in their isolation when the Allies attacked in the east and ideally the two divisions should have been massed in the east.

Given the political situation the German forces on Sicily had to conform to the Italian plan. The 15th was placed in the west while the HG was in the south east, not far from the American beaches. It was not the ideal plan, but the German commanders were to make the most of it.

The landings were set for before dawn on the 10th of July and very nearly got off to a disastrous start. With the invasion fleet 12 hours out from their objective a sudden violent storm appeared out of nowhere. It was too late to call off the operation and the participants simply had to make the most of it. Then, as suddenly as the storm had blown up, just before midnight it disappeared. If anything, the storm was to the Allies advantage as it convinced a good many of the defenders that an invasion was impossible.

The one major effect of the weather on the operation was the scattering of the American paratroopers and British glider troops as they landed in the early hours of July 10th. This rendered the operations less effective than envisioned but despite the setbacks some local successes were recorded. A small force from the 1st Airborne managed to take and hold a vital aqueduct against Italian counterattack and elements of the 82nd Airborne created confusion in the Axis rear areas before disrupting the main counterattack against the American landings.

The initial landings went well. Some defenders woke up to find themselves prisoners of war. Others put up a stouter defence but by dawn the bulk of the first wave was ashore and bracing themselves for possible counterattacks. On the British front the opposition melted away and by nightfall Syracuse had been taken. For the Americans it was a different matter.

The eastern concentration of defenders was in a good position to counterattack the 1st Division at Gela. Elements of the Livorno Division and a "Mobile Group" of obsolete tanks contacted the beachhead at about 10 AM. Although creating some confusion on the beaches, the attack was beaten off with heavy losses.

The Hermann Goering Division, which had begun advancing at the same time as the Italians, had been delayed by pockets of paratroops. Consequently they did not attack Gela until 2 PM, over three hours after the Italians had been driven off.

The German attack was two-pronged, the western prong, nearer Gela was broken up by naval gunfire and by the fire of the US Rangers, serving captured Italian coastal guns. The eastern thrust, which included a unit of the new Tiger tanks overran a battalion of the 45th Division before running into stiff opposition and finally breaking and fleeing to the rear.

By nightfall the two flanking US divisions, the 3rd and the 45th were well inland but the 1st which had undergone two heavy counterattacks was still barely off the beaches. During the night of the 10th General Conrath, in charge of the Hermann Goering Division, was ordered by both Guzzoni and by Kesselring to organise another counterattack. This time it was to be coordinated with the HG attacking 1st Division from the east while the Livorno Division and attached tanks attacked the western flank of the Division.

The attacks, with strong Luftwaffe support, began at 0600 hour on the 11th. The first Italian column was halted quite early by heavy resistance from infantry and artillery. The Germans, however, were making strong progress. Attacking in three columns the Division quickly captured the strategically vital Dirillo Hill and were pushing back the defenders of the Piano Lupo, a hill which was the key to the entire position.

The easternmost column was preparing to roll up the beachhead by a push along the coast road behind the American positions when they were attacked in the rear by a scratch force of paratroops under Colonel James Gavin. Gavin had been creating havoc behind enemy lines on the 10th and had been waiting to link up with the advancing amphibious forces when the counterattack started. A fierce battle raged for several hours, ultimately taking the German column out of the fight.

Despite this brief respite things were getting serious for the Americans. Conrath had reached the coast road with his centre column while the two westernmost Italian columns had arrived. One of these ran straight into elements of 3rd Division and was repulsed with extreme losses. The other was opposed only by two companies of Rangers. Things looked grim until some heavy cruisers zeroed in on the Italians, routing them almost instantly.

Meanwhile Conrath's tanks were still advancing and were bombarding the rear echelons on the beaches themselves. Patton was personally calling down naval gunfire but it was not till a battery of guns, deploying with seconds to spare, opened up on the German tanks over open sights that the situation stabilised. It was then that the first four Shermans rolled off the landing barges and put in a stiff counterattack. The Germans broke.

With the retreat of the panzers the German's only hope of throwing the Allies back into the sea was over. It was no longer a question of whether the campaign would be a success but of how long it would take to expel the Axis forces from the island.

It is of considerable interest to surmise the outcome of the counterattacks had the 15th Panzergrenadier Division been near enough to take part. As it was, the division arrived in the Gela area on the morning of the 12th, putting in a strong attack on the battered 1st American Division accompanied by the remnants of the Livorno Division. By this stage, though, most of the 2nd Armoured Division was ashore and was able to give strong support to the infantry.

The British had maintained a steady, cautious advance north and west from their beaches and was beginning to look perilously like cutting off the Axis units engaged with the Americans. Guzzoni ordered 12th Corps to retire

Equipment

0	
1	Leg
2	Shermans
3	Tigers
4	Pz IV
5	M13
6	Mechanized
7	Airborne
8	Motorized
9	Garrison
10	88's
11	105mm SP
12	Artillery
13	Anti Tank

The Beachhead Expands
Men of the 51st and Canadian Divisions link up

Defending Catania
To take Catania the British had to advance across a plain in the face of stubborn German defenders such as these

into eastern Sicily and withdrew the bulk of his eastern forces to face the advancing British.

The failure of the Axis counterattacks convinced Kesselring that the forces on Sicily must adopt an entirely defensive posture. He began to take control from Guzzoni. Reinforcements were rushed into the island. Two thirds of Student's 1st Falschirmjager Division were dropped south of Sicily on the night of the 13th.

This coincided with a British operation wherein elements of the 1st Airborne Division were dropped to take the vital Primosole Bridge south of Catania. The British dropped almost on top of the machine gun battalion of 1st FJ Division who had themselves only just completed their drop. The result was that of 1900 men in the initial drop, only 200 reached the bridge. These men managed to hold the bridge for the entirety of the 14th before retiring at nightfall. During the night they were relieved by troops from the 50th Division who assaulted the bridge unsuccessfully on the 15th before taking it on the 16th.

Montgomery now considered he was in a position to take Catania. Rather than pushing on immediately he waited until the night of the 17th before attacking once again with 50th Division. Unfortunately for the British, by this time the Catania line had been reinforced by the Hermann Goering Division and little progress was made.

On the 18th of July, the same day as the 29th Panzergrenadiers were transported across to Messina, Montgomery switched the 51st and Canadian Divisions to his left, technically into the American sector. The aim of this maneuver was not to antagonise Patton, which it nevertheless succeeded in doing, but to outflank Catania by moving around the west of Mt Etna and cutting the supply lines to the city.

As the British slowly ground their way around the western flanks of Etna the Americans were far from idle. Patton sent one of his corps north through Enna to the coast while the 3rd Division and most of 2nd Armored were sent on a sweep along the coast road around the western end of Sicily capturing Palermo on the 22nd.

Meanwhile the 2nd Corps took Enna on the 20th and swinging west, reached the coast on the 23rd. The Americans now came up against a solid line much as the British had done. Their spectacular successes in the west of the Island had been more to do with the withdrawal of Axis troops than any brilliance on the part of Patton. By the 23rd of July it was clear that the Axis forces had stabilised their line. The British had been assaulting the Catania line for some days and it had become clear that, with the movement into the line of 29th Panzergrenadier, the Germans were getting stronger rather than weaker.

As the front stabilised, the Allies called for reinforcements. The American 9th and British 78th Divisions were landed and moved up to the front. Meanwhile on the 19th of July the first Allied air raid was carried out over Rome. The members of the Fascist Grand Council were apalled and on the 26th of July Mussolini was deposed and replaced by Marshal Badoglio who immediately entered into negotiations with the Allies.

In Sicily the batle continued. It was 1st August before Montgomery's left hook around Etna got under way. Progress was painfully slow with the Germans concentrating on inflicting casualties and retiring before any position became untenable. Each hilltop was practically a fortress and the German defenders made full use of the terrain.

In the American sector the progress was faster, but still slow and costly. Maximum gain was made along the north coast road as the front line swung like a gate around the easternmost British Divisions stationary in front of Catania.

On the 3rd of August a coordinated push was made with both Allied armies simultaneously throwing their new divisions in for the first time. The 15th Panzergrenadier, fighting in the centre of the Axis line was only forced to pull back after three days of solid fighting, and that to conform to the Italians on their right who had been pushed back. Even when a limited landing was made behind German lines on the north coast, the defenders simply retired with no losses.

3rd August also saw the commencement of the Axis evacuation as the routed Napoli Division was shipped across to the mainland. The Axis were being put under no pressure. They were retiring at their own pace and their frontage was becoming shorter and shorter. The Livorno Division was next, and still the Axis presented a n unbroken front.

Patton was frustrated and tried another landing behind enemy lines on the north coast. This one, on the 11th of

August was a disaster. The Germans pulled back, wiping out the landing force as they retired (helped by a few "own goals" from Allied air strikes) and formed a new line, as strong as the first.

As the British moved around the west of Etna the Hermann Goering Division found themselves in a salient at Catania. Therefore they began retiring, allowing the city to be taken on the 5th. Adrano fell to the Canadians on the 7th and the pace of the advance picked up.

On the 8th of August the order came through from Kesselring to evacuate all troops from the island. Massive numbers of anti-aircraft guns were positioned around Reggio to cover the withdrawal. The straits of Messina were protected by E-Boats and submarines of the German and Italian navies. Even so, the Allied attempts to interdict the Axis movements were pathetic.

Despite 250 sorties a night against the Messina-Reggio area the Allied airforces had almost no effect on the withdrawal. The main area to be targetted were the ports themselves, with the result that many civilians were killed and the vessels were allowed to make the exposed two mile crossing unimpeded.

The navy also failed to act to block the flow of evacuees. One squadron of destroyers moved into the straits, against orders, and succeeded in sinking an Italian motorised raft before being chased off by an Italian light cruiser.

All up during the evacuation over 100 000 men, 10 000 vehicles and nearly 20 000 tons of supplies were withdrawn from Sicily. The operation was a complete success, the vast majority of the German troops (and given the capitulation of Italy in early September they were the only ones who counted) got away.

When Patton's troops entered Messina three hours ahead of Montgomery's on August 17th they did so against no resistance. Since the failure of the first counterattacks the Axis commanders had run the campaign absolutely to their own schedule. After July 23rd no German troops retired involuntarily. From this point of view Sicily was a German success.

Catania Falls
A British tank in Catania. The city fell only after it had been outflanked

However, despite their incredibly successful rearguard action, Sicily was under Allied control on August 17th. The Germans fought well and salvaged a lot more than pride from the island, but ultimately they lost. Could they have won?

If the initial deployment had concentrated both German divisions in the east of the island it is easy to see the counterattacks having been successful. As it was the Americans were very nearly driven into the sea.

Imagine the effect on the British of simultaneous drives south from Catania and east up the coast road from the, now deserted, American beaches. The defeat of the Allied invasion force in "Dieppe" style would have been a huge setback to the whole morale and momentum of the Allies in Europe.

Once the counterattacks had been defeated the Germans could still have won the battle by shipping the maximum number of troops into Sicily. Student had two parachute divisions in Southern France and both could have been committed to Sicily. Also the 90th Light and SS Reichsfuhrer divisions from Sardinia and Corsica were hardly needed to defend those islands once the Allies had showed their hand in Sicily. The committment of three extra German divisions could have tipped the balance. With these divisions in the fight the Axis forces would actually have outnumbered the Allies who could have been allowed to bleed themselves dry against strong defensive positions while a counterattack was prepared.

On the other hand the Allies could certainly have done better. Messina was the key to the island and it should have been the first objective despite the difficulties. If the navy and the airforces

had been more competent practically anything could have been possible on Sicily.

Still Sicily was in Allied hands. What benefits were accrued from the blood that had been spilt other than the minute shrinkage of Festung Europa. After the capture of Sicily the Germans had no base from which to harrass Allied shipping in the Mediterrannean. Convoys could safely be routed through the Med. and the Suez Canal.

Sicily showed up many flaws in the Allied conduct of amphibious operations. It was far preferrable for these to be identified in Sicily rather than at Normandy. The possible contribution of naval bombardments was recognised for the first time on Sicily and this was used to good effect at Normandy and in the Pacific.

The performance of the two Allied air forces over Sicily had been abysmal. In subsequent operations the airforces were kept on a much tighter leash. Proper attention was paid to air cover over the invasion beaches.

Perhaps the greatest effect of the invasion of Sicily was to cause the downfall of Mussolini's government and ultimately result in the Italian surrender. While this aided the Allied cause it also forced their hand as far as the invasion of the Italian mainland was concerned. The Italians were not going to surrender unless they could count on Allied ground troops to push the Germans out of the country.

Sicily was attacked because France couldn't be and somewhere had to be. The campaign for Italy was a direct result of Sicily. This resulted in a dilution of Allied effort from the main front which was always going to be in France. It did, however, take Italy out of the war and draw in German reserves.

Both sides were weakened in the decisive front because of the Italian Campaign, because of Sicily. Which side this proved to be the most benefit to is a question I do not intend to try to answer.

CREATING THE SCENARIOS

Editor's blurb

Sicily is without a doubt the most difficult scenario I have had the pleasure of creating. The limitations of the *Battlefront Game System*, originally designed for battalion level actions have reared their ugly head in a major way.

Units in Battlefront trace supply to their respective headquarters, but where do the headquarters get their supply from? It was not a problem in the original battalion level series but it has been a major nightmare for me in designing Sicily, where Messina was vital as a supply source to all Axis formations.

Another factor which gave me a lot of trouble was the dual nature of both forces in Sicily. Ideally I would have liked to have given different minor combat values to the Americans and the British, and similarly to the Italians and the Germans. Trying to treat the best army of WWII (the Germans; and yes I'm glad they lost, and no that doesn't affect my judgement as to their quality) and the worst (the Italians) as a homogenous body is not easy.

The thing which most surprised me was how badly I had to rate the British in order to get the game to play historically. In the actual battle the British got bogged down in front of Catania and failed to move for two weeks. This level of moribundity, doubtless emanating from senior command, required me to cut the HQ leadership and supply levels to apallingly low levels for an Allied army at this stage of the war. I am content to let the facts speak for themselves. Anyone who wishes to accuse us of anti-British bias should first try to get a historical result in Sicily without giving the British ratings more commonly applied to Polish lancers in 1939.

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the *Battlefront Game System* manuals.

Note that if you are building up the scenario on an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics. Issue 14 of *Run 5* contains a detailed guide on the use of "full map" graphics on the IBM.

Macintosh users should follow the instructions in their game manual. In Issue 15 of *Run 5*, there is a detailed guide on WarPaint™ for Macintosh users.

IIGS and Amiga users should follow the instructions in their game manual. Most of the hints for Macintosh users are applicable to IIGS and Amiga users.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Sicily scenario.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the *Halls of Montezuma*, *Panzer Battles*, *Rommel* or *MacArthur's War* master disks. If you are using the earlier *Battlefront* or *Bat-*

tles in Normandy master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW/PZ master disk on the AII or C64 or any IBM, Mac or IIGS master disk, you can use WarPaint™ to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain Effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as advised above.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM), *Halls of Montezuma* (Mac, IIGS, Amiga) and *Panzer Battles* (all versions). Objectives which have a senior HQ assigned to them may be designated as defensive objectives. Only the specified senior HQ will be affected by this condition and it operates only while the objective is under friendly control. A junior HQ from the specified senior HQ will be despatched to the objective and will defend it as long as the time reference applies.

Note that the movement mechanics in the IBM/Macintosh/IIGS/Amiga versions are more efficient than those in the AII/C64 versions and this may slightly alter play balance.

Minor Combat Effects (IBM, Mac, IIGS, Amiga and *Panzer Battles* AII/C64) [5.33]. For the Sicily scenario, the Fort Enhancement values are 2 (Axis) and 2 (Allied). The City Enhancement values are 3 (Axis) and 0 (Allied). The General Enhancement values are 4 (Axis) and 4 (Allied). AII/C64 and Mac users may wish to experiment with play balance by altering the general enhancement values. Note that C64 users will need the *Panzer Battles* master disk or the complimentary *Battlefront System* master disk given out to C64 disk subscribers with Issue 14.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will bypass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

For a detailed description of the procedure, read the article in Issue 14.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Battlefront System* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

A NOTE ON THE GAME SYSTEM

In contrast to most board games, movement allowances are expended after a unit has moved into a hex; i.e. provided at least 1 MP remains, a unit will always move one hex. Only the *Battlefront Game System* handles movement this way. Our other games all require a unit to have the full cost of moving into a hex available before they can move into it.

PLAYER'S NOTES

Anglo-American

To a certain extent your strategy depends on the German deployment. The surest way to win is to take Catania and Messina. However, a strong German defence will make this all but impossible.

If the Italians concentrate troops in the west to oppose Patton you can push XXX Corps through to the north coast. If XXX Corps is strongly opposed then the screen in the west should be easily

pierced by the Americans who can collect all the points for western Sicily.

Apply constant pressure all along the line and be prepared to switch the axis of your attack if you see a weakness. One of the three corps must break through for you to have any hope of victory.

Italo-German

You need to make some key decisions early on about how you intend to oppose the Allied invaders. Committing too many troops to western Sicily will result in XXX Corps breaking through your centre. Too few troops in the west will allow the Americans a free trip around Sicily collecting victory points.

You must know when to retire to a line across NE Sicily from Cefalu to Catania. The latter city must be held at all costs. Failure to do so will result in the Allies reaching Messina and winning by a huge margin. Use your air points mainly in defence but be prepared to put in a counterattack if you think you can throw the Allies off balance. ◆

LETTERS
Continued from p. 20

I was in my Quonset hut when *Warlords II* arrived, and popped it open. The introduction had me laughing my butt off. You all sure have a great approach to gaming. Never lose it; its kept me a fan all these years!

I've been through every scenario and even played with a few friends. I love it all except the "Hidden Map" option, its too much work for a WARLORD such as myself. I fight the battles and expect my staff to provide the maps! Hah! It no way detracts from the game, and it is definitely my number one favourite non-wargame (Carriers at War being the #1 wargame).

I am hard at work on creating a scenario for *Carriers at War*. During a 72 hour weekend, I input data/conducted research/created ship graphics for 52 hours! I'm not kidding! I heaved a sigh of relief when I finished with the data and clicked on the War Card menu. I figured I'd be able to select some default settings, save all the work, then play the game.

This War Card menu has me going. I will work on it this weekend, plus I am taking a 4 day pass next weekend to work on it. Forget the fleshpots of Manila and Bangkok; I've a scenario to finish!!!

I think y'all gave us TOO MUCH of a Construction Kit. Sure was a lot easier designing carrier games on the old Commodore. In my opinion, there is too much here for "us wargamers". Besides, after I do the intelligence, (IF I can do the intelligence portion correctly) it sure won't be a lot of fun to play because I'll be pretty "pooped up" on whatever the other side is going to do. Any particular hints from you G-2 types would be helpful.

Plus, I brought my "Invasion of Norway 1940" CAW (Commodore) notes with me. Can you tell me when graphics for the European theatre will be available? Believe me, I built lots of ships. As you are aware of I am a stickler for correct order of battle. I am simply overawed and amazed at what y'all have built and built and built to make *Carriers at War* the product that it is!

One final question, since I got my IBM compatible just before the war it wasn't till I got here I tried game designing for "HOM". For some reason, my units insist on performing flanking missions by running across the ocean! What am I doing wrong on the map routines? Line #1 used to be the default setting for water. I've tried every conceivable map routine.

Also, (evil grin), I re-did the "Gulf War" scenario, changing the OB a little, but also rating DOWN the American army. The only elite 7 unit is the French Legionnaire Division, my sister unit ahead of us during the war, and the 82d AIRBORNE (elite 6). And, you know how I feel about the 82d after serving 16 years in it. It makes no difference in the outcome of the game, it just makes me feel better not to see all those "LEG" units rated higher than they really are (including the Marines). I compensated for them in the equipment routines.

Well, I hope this finds you in good health, and your part of the world under good weather. I'll write you when I hit the States in October, if not sooner. Again, damn fine job.

Your Friend

Patrick J. Murphy

102d MI Bn

South Korea

Ed. Thanks for the letter Patrick. I'm sorry you don't like all the options in Warlords II, that's why we decided to make so many aspects of the game optional. This way you can mix and match options to your heart's content.

The point of the WarRoom™ intelligence is that it is not predictable. Witness what happened to Ian in last issue's replay. He designed the intelligence and it still fooled him! We're not claiming its simple, but how else do you expect us to come up with top rate opponents?

We intend to do an Atlantic variant on *Carriers at War* at some stage in the future. Obviously the Atlantic presents a few problems not encountered in the Pacific such as force Ten gales and masses of U-Boats. Before we release an Atlantic version of CAW we have to modify the program to take these uniquely Atlantic factors into consideration.

If your units in HOM are moving across ocean hexes, that means the movement costs for Oceans in the terrain data base must be some number other than zero. Get into the data base and make sure that the movement costs for ocean hexes is zero. Alternatively you may have a "full map" ocean icon overlying some other terrain icon. Go to the map and

Continued on p.41

Book of the Quarter

One of the things I get to do here at SSG is read a lot of books on military history. Some are naive, some are simply ho-hum, some are firelighters. There are some books, however, which make one think, Wow! this should be read by everyone old enough to click a mouse button. The purpose of this column, therefore, is to share some of these gems which have made it onto the editor's "must read" list.

Heinz Guderian's *Achtung Panzer* is not as well known as his classic, Panzer Leader but is in many ways a far more important work. First published in 1937, *Achtung Panzer*, subtitled *The development of armoured forces, their tactics and operational potential*, was influential in the transformation of the German Army by 1939 into unarguably the finest in the world.

Guderian was one of the few military writers to be given the chance to put his ideas into practice. The spectacular successes achieved by both the man and the doctrine he strove to introduce mark him, not only as a great thinker, but as one of the greatest innovative commanders in history.

The first section of *Achtung Panzer*, in fact over half the book, deals with the development of armoured warfare during World War I. Guderian traces the advent of the tank, its successes and failures, and in each case attempts to draw conclusions relevant for the genesis of an effective armoured doctrine.

The trend in the German Army in 1937 was towards dissipating their armoured strength between infantry support, light Divisions and true Panzer Divisions.

Guderian was in favour of retaining the vast majority of tanks in the Panzer Divisions and forcing the rest of the army to conform to the pace of the tank. In order to defend this radical viewpoint he pointed to the great tank successes of 1917 and 1918.

At Cambrai and Amiens massed British tanks broke through the German lines and their success was only limited by the failure of the other arms to keep pace with them. This is contrasted with the failure of using tanks in penny packets tied to the infantry as happened at the Somme and Third Ypres. In defence, the battle of Soissons where the French massed their tanks in a counterattack and broke the last of the German spring offensives is contrasted with the first of the German offensives in which the British tanks were parceled out in ones and twos for infantry support. In the latter case the tanks failed to have any sizeable effect on the outcome of the battle.

In the latter part of the book Guderian examines advances in doctrine and machinery since the war. He looks at the French and their continued emphasis on infantry support, assuming the inevitability of positional warfare. The British system, which formed the model for the first Panzer Divisions, allowed for independent action by all arms but failed to co-ordinate their separate battlefield strengths and weaknesses into a coherent doctrine. The Russians, who by 1936 were estimated to have 10 000 tanks, had a theory of "deep battle" in which all parts of the defensive system were to be simultaneously engaged by the appropriate arms.

Taking all of these developments Guderian paints a picture of the battlefield of the next war. The defence, he argues was even more potent in 1937 than it was in 1918. Therefore the reliance on a doctrine based around the traditional arms of infantry and artillery, with tanks and aircraft as add ons, was doomed to repeat the positional warfare of 1914-18. The only alternative was to base offensive strategy around the new arms of tanks and aircraft and to force the traditional arms to conform to the needs of the armoured spearhead.

The way the argument is presented leaves one in no doubt that Guderian's position is the only valid one. The traditional arms have failed, therefore the tank and the plane are the only alternative. Furthermore, the tanks must be used in decisive numbers, to do otherwise would be to ignore the basic military principle of massing your forces at the decisive point.

Guderian is not coy about admitting the weaknesses of armour and he devotes considerable space to a discussion of how potential problems can be overcome. This does not, however, detract from the force of the argument which has been well and truly thrust home by this stage.

The brilliance of *Achtung Panzer* lies not in its ability to bring about a rethink in the process of German re-armament but in its vindication on the battlefields of Poland, France and Russia . Imitation is the sincerest form of flattery and the fact that the Allies were using essentially German doctrine, Guderian's doctrine, by the end of WWII is the ultimate vindication of *Achtung Panzer*. One is tempted to bemoan the fact that Guderian wasn't ours, but could any other prewar military have produced such a man willing to express such ideas ? (including many which contradicted Hitler in *Mein Kampf*). For that matter would they have listened?

Achtung Panzer was written by Major General Heinz Guderian, translated by Christopher Duffy and has an introduction and notes by Paul Harris. The book is published by Arms and Armour Press of London. ◆

LETTERS
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position your cursor over the offending hexes. At the bottom of the screen it will show the underlying "non-full map" icon. If this is not ocean then you have a problem as the "full map" graphics are merely a cosmetic overlay.

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REMEMBER ILLURIA

If you're like me there's probably not a square league of ground in the Kingdom of Illuria that you haven't traipsed over in the past three years, except maybe the wilderness below the mountain range at the bottom of the map.

And if that's the case we thought you might like to revisit that scene of your doubtless, countless triumphs.

IBM disk subscribers will fill find four *Warlords II* files on their subscription disks, and Macintosh subscribers will get them later, after the release of *Warlords II* for that machine.

These four files are

addscen.exe

delscen.exe

illuria.szp

scenario.doc (which is simply a text file which repeats these instructions)

Copy them into the Warlord2 directory.

The addscen.exe file will build up the Illuria directory from the compressed illuria.szp file. Go to the Warlord2 directory and type

addscen illuria <enter>

which will create the Illuria scenario.

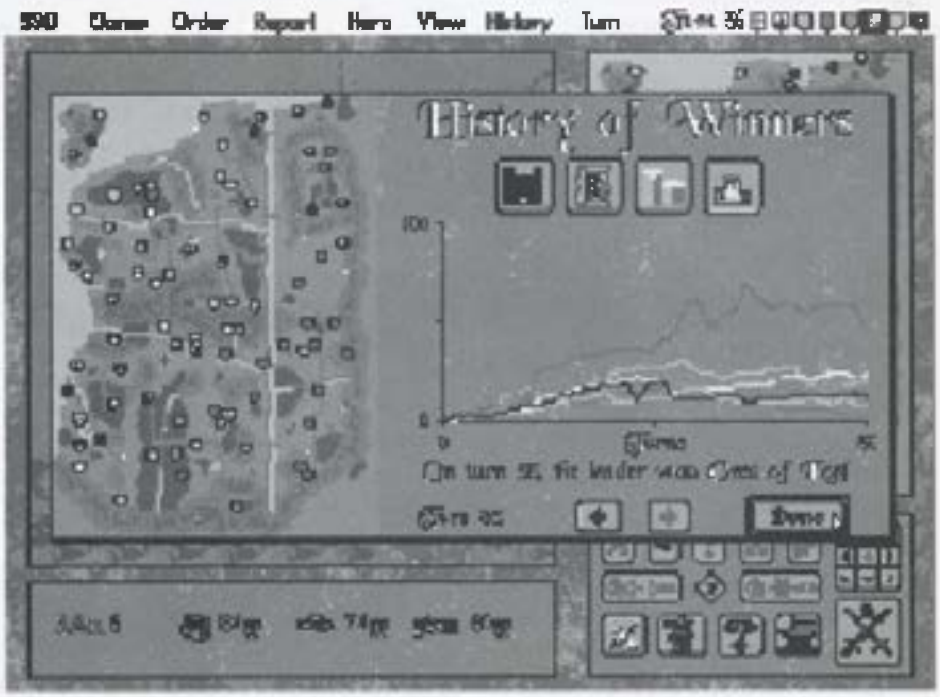
The next time you play the game, you will find the Illuria scenario in the New Scenario listing.

Open it just as you would any other set scenario.

If, at any time, you want to delete a scenario (e.g. Illuria), go to the Warlord2 directory and type

delscen illuria <enter>

and the Illuria directory will be erased, although the illuria.szp file will remain, allowing you to rebuild the scenario whenever you wish. ◆



Such Nostalgia!

Changing Nationalities in CARRIERS AT WAR

Another Mini Tutorial

by Ian Trout

There will be times when you want to create scenarios using the forces of nations other than Japan or the United States. That means you'll need to change the nationality icon(s) in the Side Select/Alert screen, change the force and briefing buttons in the Force Select screen and change the large paintings in the Base/Carrier Info and End of Game screens.

The .lbm files which contain the nationality, force and briefing icons are the orders.lbm file and the standard.lbm file, both of which are in the PICTS directory. The first data entry you make when creating a new scenario is the File Names; see page 101 of the *Carriers at War Construction Kit* manual. The orders.lbm and standard.lbm files are the third and fourth files respectively.

The large base, carrier and final victory paintings are individual .pck files and all of them are located in the SCENARIO directory. Each nationality has four such .pck files, identified as basen000.pck (seaplane), basen001.pck (land), basen002.pck (carrier) and

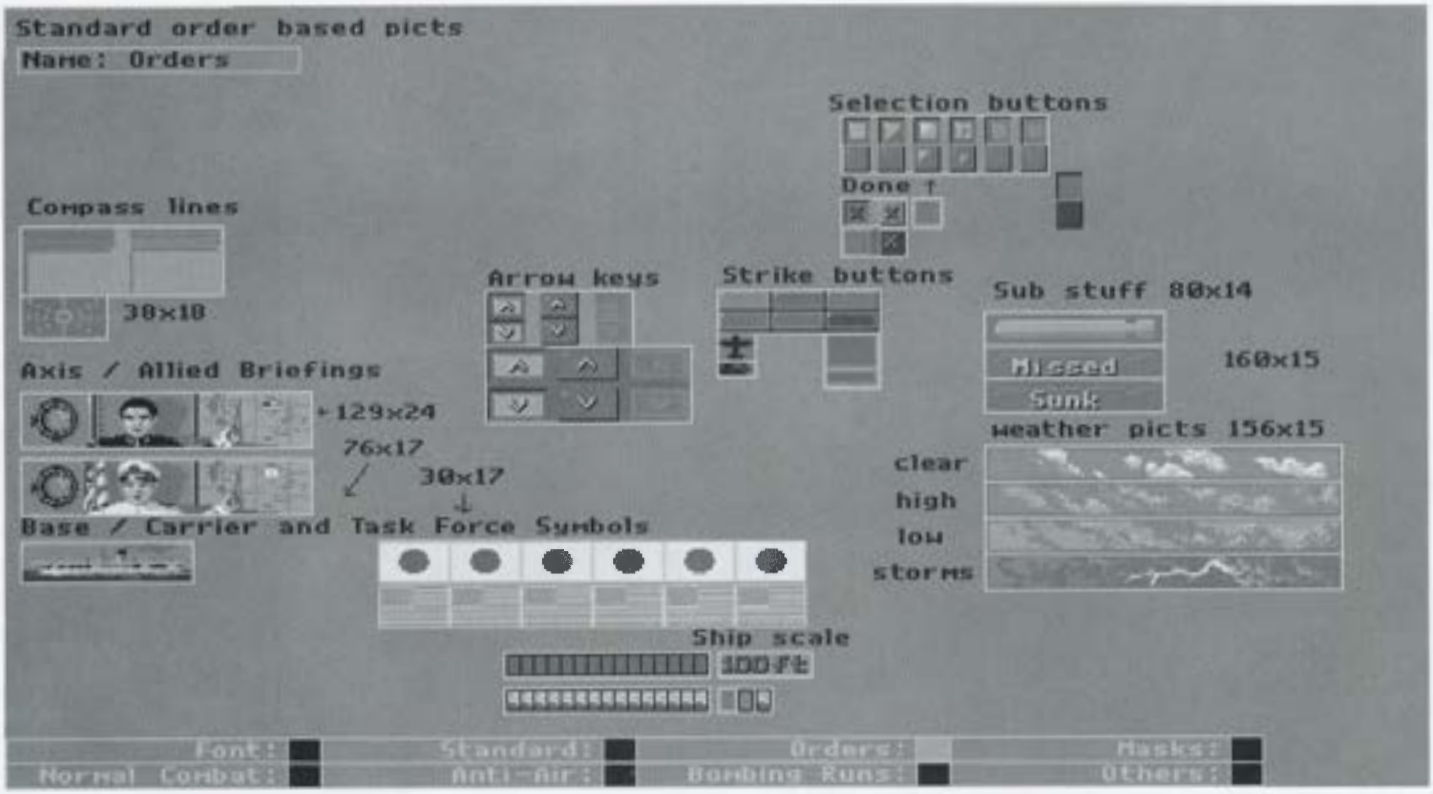


Fig 1. The Default Orders.lbm File

basen003.pck (victory) where n corresponds to the nationality values identified in the Scenario Names section on page 102 of the *Carriers at War Construction Kit* manual. For example, the Japanese carrier painting is the base7002.pck file and the British seaplane painting is the base2000.pck file.

If your scenario is going to use a nationality other than Japanese or American, you will need to build up new icons and paint new base illustrations.

The following example will take you through the process in detail. Here we will replace American icons/illustrations with British icons/illustrations; in fact, these are the British icons/illustrations which appear in *Carriers at War II* (formerly *Japan Sweeps South*).

Step 1. Making a New Orders.lbm File

Fig 1 shows the default orders.lbm file.

Go to your painting program and load the orders.lbm file from the PICTS directory. Save this file (in the PICTS directory) as ordsbrjp.lbm; i.e. this is my code for an orders (ords) lbm file showing British (br) and Japanese (jp) icons.

The American briefing icon, as well as the strip of American force icons, must be replaced. *Fig 2* shows my impressions of suitable icons with which to replace them. Note that there are two British force icons; the Union Jack is used for land bases and the White Ensign for task forces.

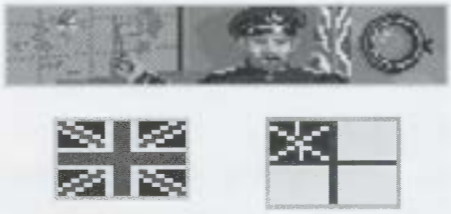


Fig 2. The British Briefing and Force Icons

You must make sure that the new icons exactly replace the old icons; if not, the icons will appear off-centre when you run the game. If the colors are peculiar, you will need to restore the palette as explained in the last issue. Remember to save your work when finished.

Fig 3 shows my completed ordsbrjp.lbm file.

Step 2. Making a New Standard.lbm File

Fig 4 shows the default standard.lbm file.

From your painting program, load the standard.lbm file from the PICTS directory. Save this file (in the PICTS directory) as stanbrjp.lbm; i.e. again, this is my code for an standard (stan) lbm file showing British (br) and Japanese (jp) icons.

Fig 5. The British Nationality Icon

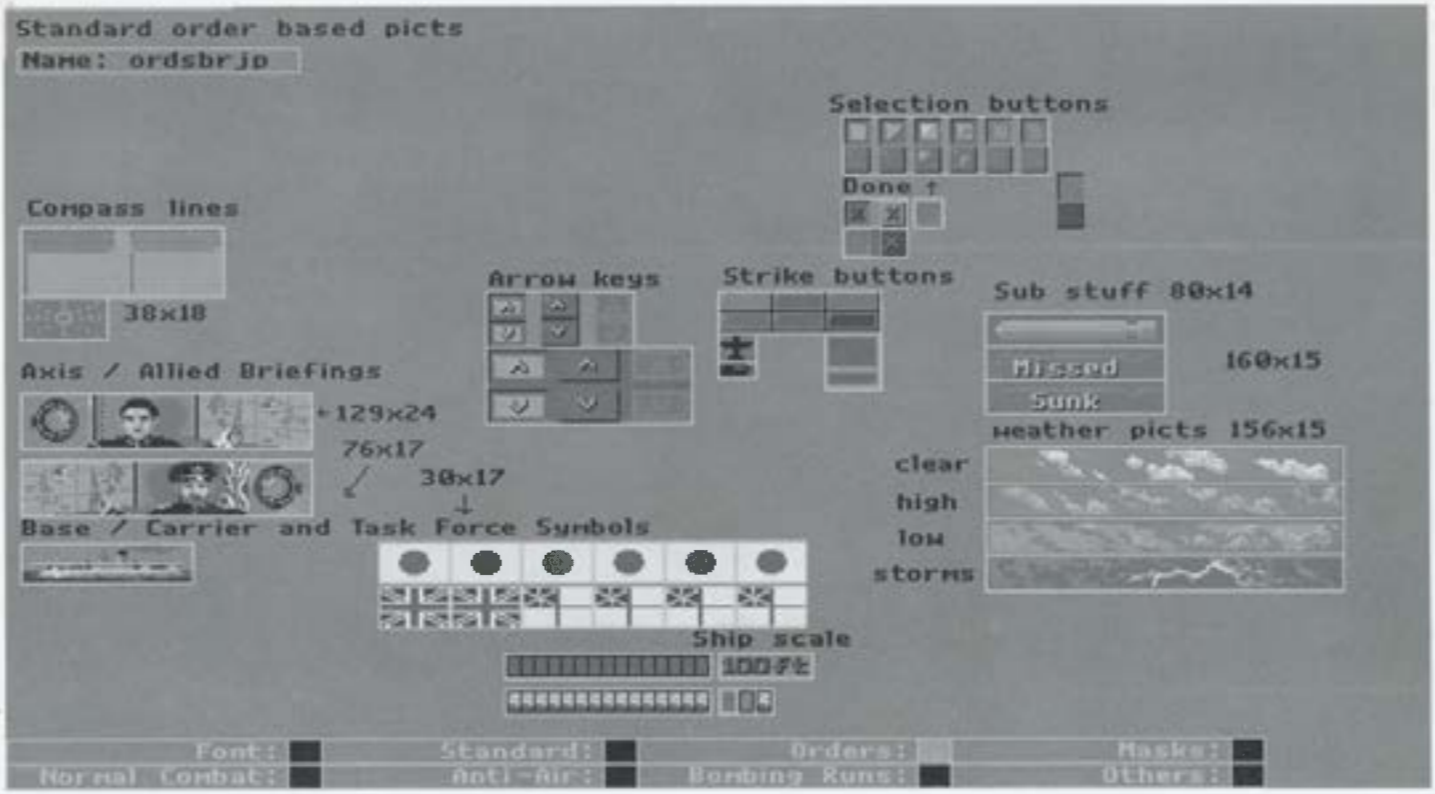


Fig 3. The New Ordsbrjp.lbm File

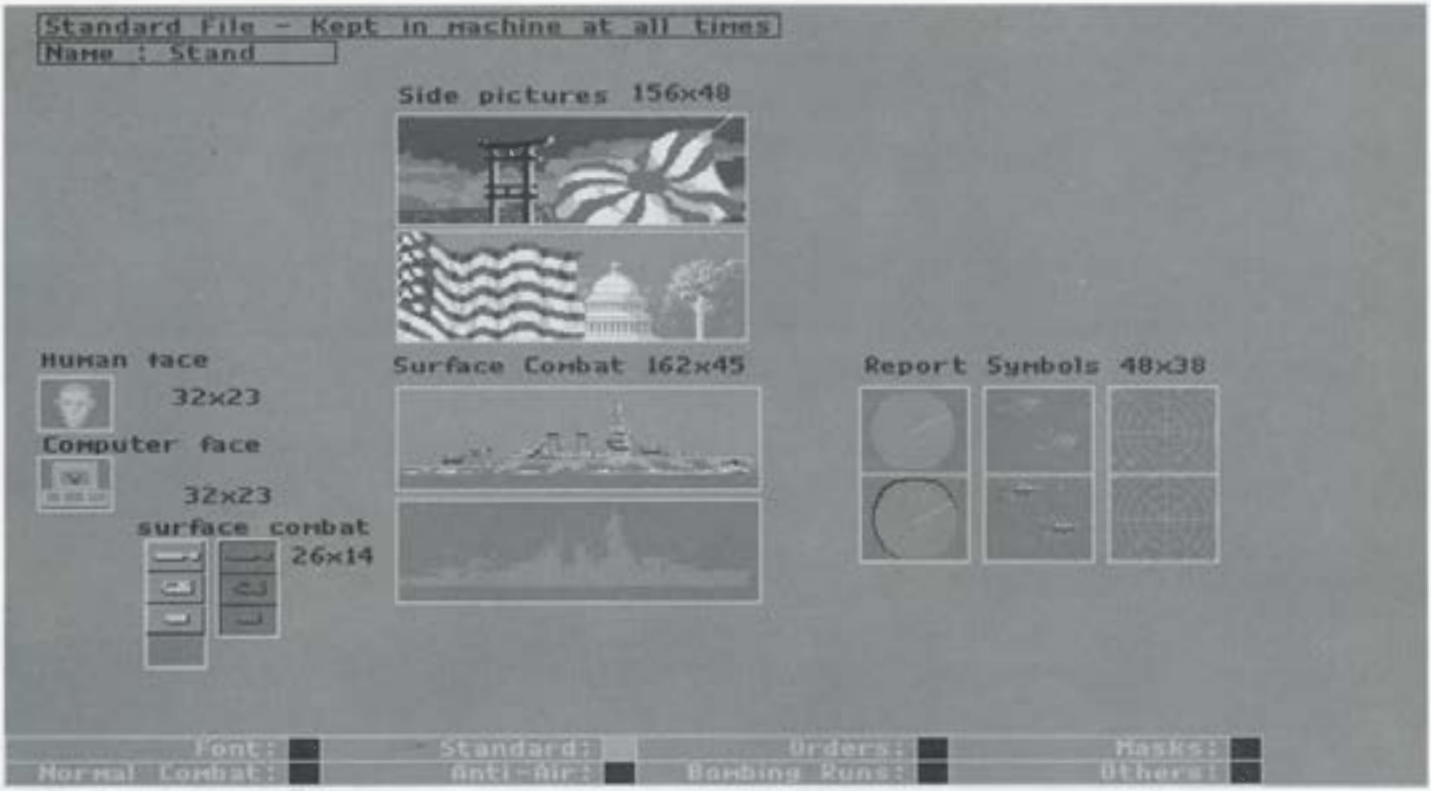


Fig 4. The Default Standard.lbm File

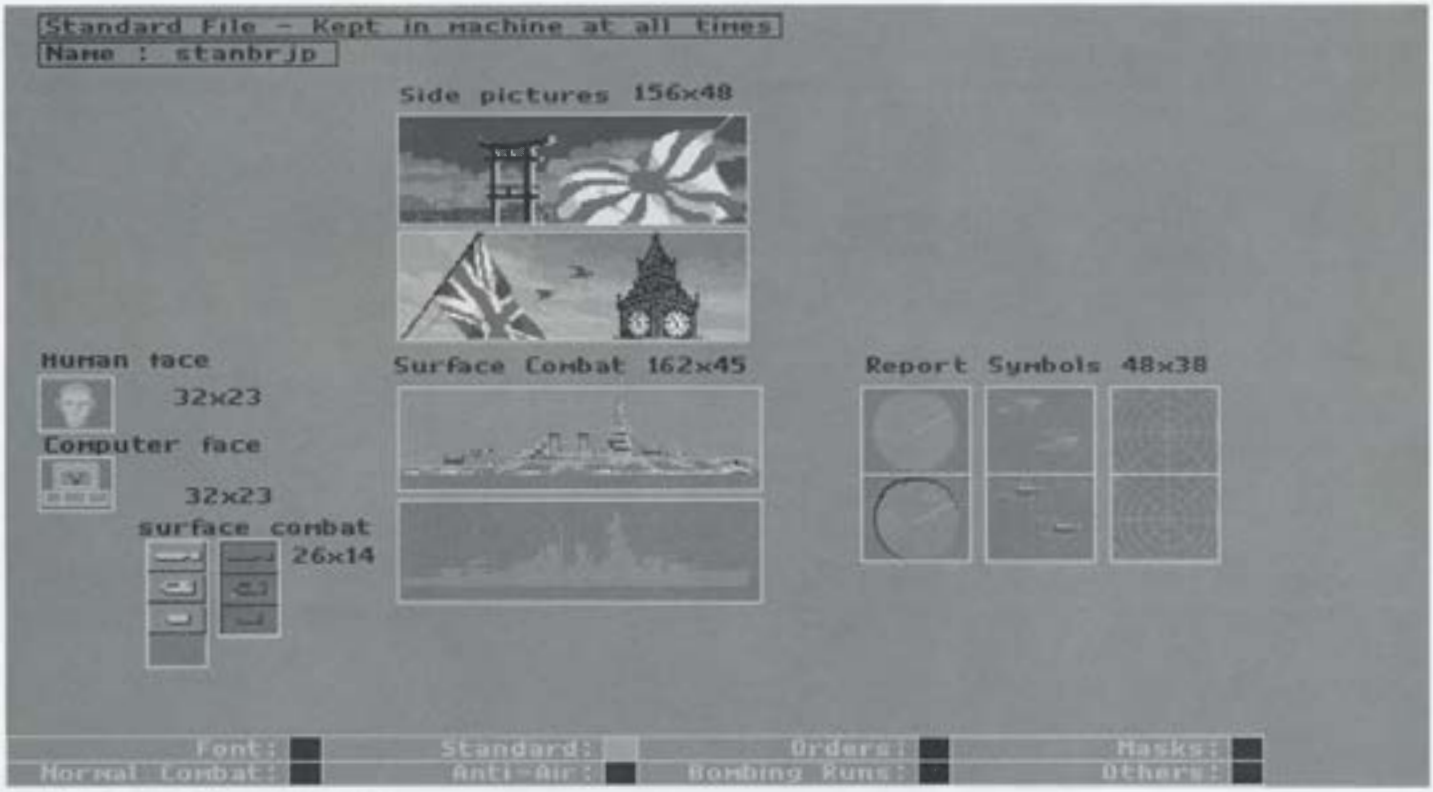


Fig 6. The New Stanbrjp.lbm File

The American nationality icon must be replaced. *Fig 5* shows Nick Stathopoulos' vision of Big Ben.

You must make sure that the new icon exactly replaces the old icon; if not, the icon will appear off-centre when you run the game. If the colors are peculiar, you will need to restore the palette as explained in the last issue.

Fig 6 shows my completed stanbrjp.lbm file.

Step 3. Packing the Ordsbrjp.lbm and Stanbrjp.lbm Files

Type cp from the CAW or CREATE directories. Select the Bits and Pics menu item from the Picts menu. Click on the ordsbrjp line (as shown in *fig 7*) and then on the Pack # button. The packed ordsbrjp.pck file is shown in *fig 8*.

Again, select the Bits and Pics menu item from the Picts menu. Click on the stanbrjp line and then on the Pack # button. The packed stanbrjp.pck file is shown in *fig 9*.

These two .pck files are now ready for use.

Step 4. Replacing the Base Illustrations

Unfortunately, very few of us have the artistic skills to paint a full-size illustration that looks any good. If you want to have a go, however, be our guest. Step 5 goes through the correct procedure.

Otherwise, you can do one of two things.

(a). Use an existing set of base illustrations. Go to the SCENARIO directory and type

copy base100*.pck base200*.pck <enter>

which will produce a set of British illustrations from the American set.

(b). Use someone else's illustrations. Copy the basen00x.pck files from the supplier to your SCENARIO directory. The IBM scenario disk which accompanies the disk subscription of this issue contains a full set of British base illustrations. To install them, go to the SCENARIO directory and type

copy a: base200*.pck <enter>

Note that a: refers to the drive containing the Issue 20 scenario disk. You may be using another drive.

Fig 7. Packing the Ordsbrjp.lbm File

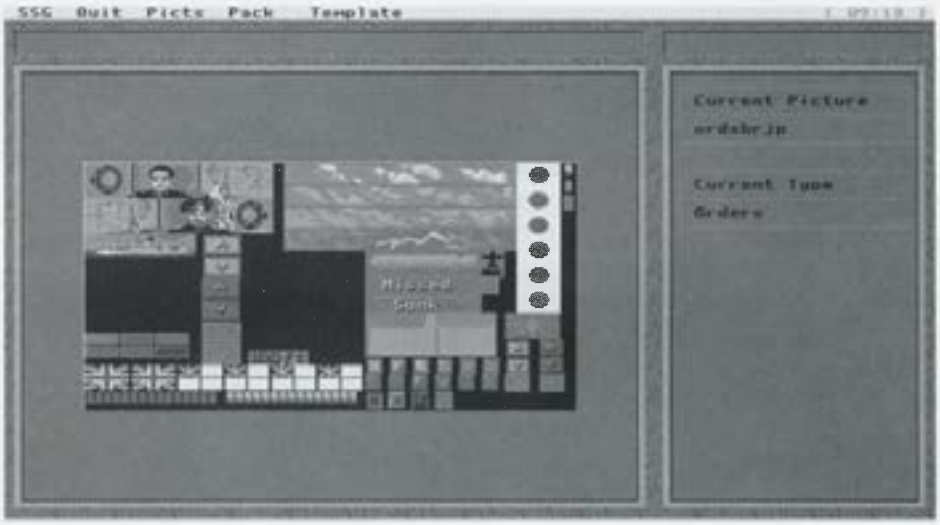


Fig 8. The Ordsbrjp.pck File

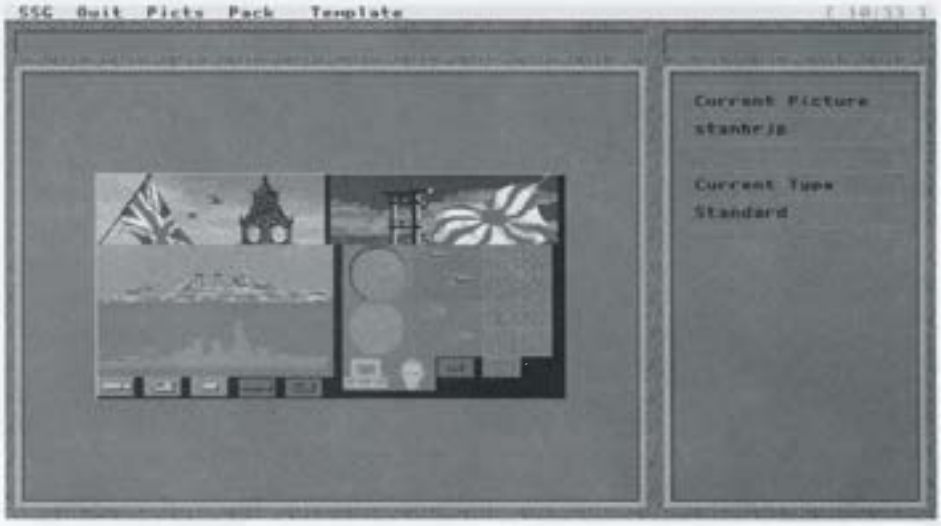


Fig 9. The Stanbrjp.pck File

(Step 5. Painting New Base Illustrations)

The .lbm files corresponding to the large base illustrations were not included with the game, essentially to save space. However the packing routines allow you to convert a basen00x.pck file to the corresponding basen00x.lbm file with just a couple of keystrokes. Note that this is the same procedure you used last issue when going through the ship painting tutorial.

Here's how to replace the American seaplane base illustration with a British seaplane base illustration.

Type cp from the CAW or CREATE directory and then select the Make Big Pict menu item from the Template menu. Click on the base1000 line and then on the Build # button. This creates an .lbm file from the .pck file. You won't see anything on the screen; you will need to enter your painting program to work on the new .lbm file.

Go to your painting program and load the base1000.lbm file from the SCENARIO directory. If the colors are peculiar, you will need to restore the palette as explained in the last issue. Save this .lbm file under another name to make sure you don't inadvertently corrupt the original .pck file when you finally pack your new artwork. Something like basetest.lbm would be fine.

Paint away! Just remember not to paint outside the guide lines!

When you've completed your stint at *Michaelangeloism*, save the final art as base2000.lbm. Type cp from the CAW or CREATE directory and then select the Big Pics menu item from the Picts menu. Click on the base2000 line and then on the Pack # button. The packed base2000.pck file is shown in *fig 10*.

Step 6. Editing the Data Base

In the final step, you must make a couple of entries in the data base of your new scenario to implement these newly created icons and illustrations.

Select File Names from the Create menu. There are two entries to make. In the Orders (.pck) line, type

ordsbrjp <enter>

and in the Standard (.pck) line, type

stanbrjp <enter>

Select Scenario Names from the Create menu. In the Allied section of the screen, type

2 <enter>

for all the active British theatres and task forces.

Mission accomplished!

Note. For those of you who use painting programs that prefer to deal with .pcx files rather than .lbm files, please see the last issue. Again, you can fax me here in Australia (612-819-7737) if you need any further assistance.

Fig 10. The Base2000.pck File

Continued from p.3

Halls of Monte Carlo

SSG's finest gambling simulation. Become an SSG Staff Member on a fact-finding junket to the casinos of Monte Carlo. Vicariously spend everybody's Run5 subscription money. Will you win enough to produce next issue? Or will your last dollar go on Ian Trout's lunch?

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You play one of four nations colonising Australia in the 1990's. As Japan, buy land from the natives for worthless baubles. As America, sap their will to live by offering them prime time sitcoms. As England, lull Australia into a false sense of security by losing to them at cricket. Variants allow for unlikely events such as the recovery of the Australian dollar, or either political party fielding a credible candidate.

Sim Chook

You've played all those other Sim games, Sim Chook is the ultimate farmyard experience. Beat the other chickens to the grain, lay more eggs, avoid Sunday Dinner. The first chook to settle Alpha Centauri wins the game.

LETTERS
Continued from p. 41

Dear Sirs,

I recently purchased a copy of your *Carriers at War Construction Kit* and let me say that it is a tremendous addition to the original game. I have spent many hours studying the WarRoom in the design manual and have several ideas for hypothetical scenarios and variations on your already existent scenarios.

You guys have done a terrific job with the game; I have won and lost by huge victory point margins in the same scenario variants. Each gaming session is very exciting since you never know what might happen. Keep up the great work!

Also, you have great customer support in the U.S. through John Gleason. He is very helpful and pleasant to talk to.

It is with bated breath that I await *Carriers at War II.*

Sincerely

John Noory

Hillcrest Hts

MD

Dear Editor,

May I join the many other subscribers to your excellent magazine in telling you how enjoyable and educational the articles, games and programs are.

However, as an Amiga user, I am astonished and most disappointed to read that you will no longer be supporting the Amiga in any way from Issue 21.

I believe that the Amiga 1200 and the 4000, with their new chipsets, 256 colours, and full portability of programs written in, say "C" are equal in many facets to other machines and superior in the areas that are most important to wargamers.

Why turn your back on current subscribers and, with the new features of the A1200, possibly many future customers, when with minimum effort you could take advantage of this portability and quality, you have, after all, taken a small step in this direction with the game conversion program, mentioned in Issue 18.

I challenge you Mr Editor, to play any one of your games on a relatively inexpensive A1200, alongside any other machine and not be convinced that this is how your products should be seen, played and promoted.

Speaking of promotion and advertising, I have yet to meet a gamer of any sort who has a kind word to say about the majority of stores sales staff and their ideas of the crucial art of catching the customer's eye with a worthy product. Being a satisfied Amiga owner I feel I owe very little to the perception and meagre skills of these workers and more to having insisted on price, flexibility and quality.

Keep soldiering on. I hope you will lay down some starshell and see the best way forward towards bigger and better wargaming.

Ken Williams

Warilla, NSW

Australia

Ed. Oh dear, I knew we'd be upsetting some people with our decision to axe the Amiga. Unfortunately though, there is very little we can do about it. Our decision was not made on our perception of the worth of the Amiga as a machine, but on economic reality.

Despite anything we might say to the contrary SSG is a business. If we don't make a buck we go under. Within those constraints we have a lot of freedom in what we do, but we can not put money into a product we know will not sell.

The truth of the matter is that producing games for the Amiga is no longer profitable. That is the bottom line and, unless Amiga picks up its market share dramatically, that is the end of the story.

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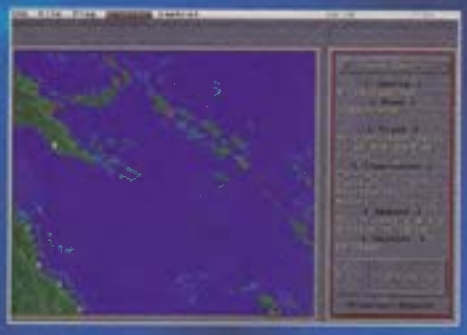
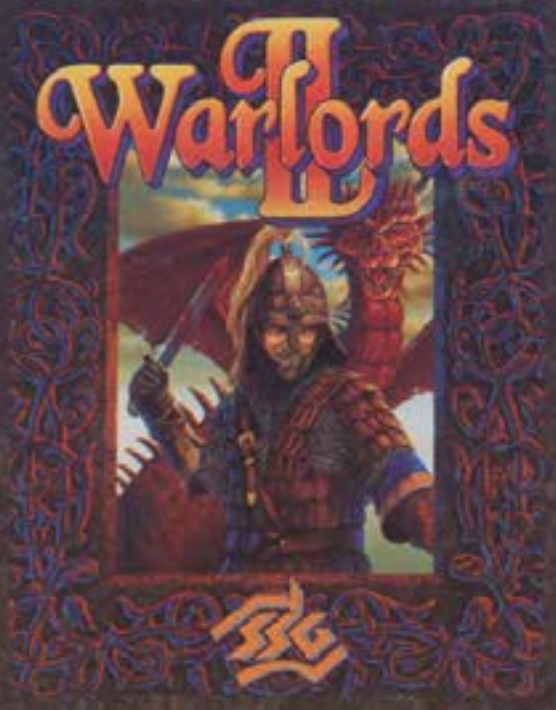
Carriers at War is, graphically and technically, a superb simulation of World War II air/naval operations. The intensity and uncertainty of carrier battles is brought vividly to life. Hundreds of ships and aircraft are individually modelled, while the natural and intuitive interface makes giving orders easy.

Screen Shots are from the IBM version



To purchase *Carriers at War*, visit your local retailer or call SSG Inc. on 904-494-9373 (fax 904-494-9374) in North America or call SSG P/L on 02-819-7199 (fax 02-819-7737) if you live anywhere else. RRP for the IBM Version is $US 60.00 (North America) or $AUD 75.00 (Australia and elsewhere)

SSG



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Warlords II is the sequel to the highly addictive, hugely successful, award winning **Warlords**. . .

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